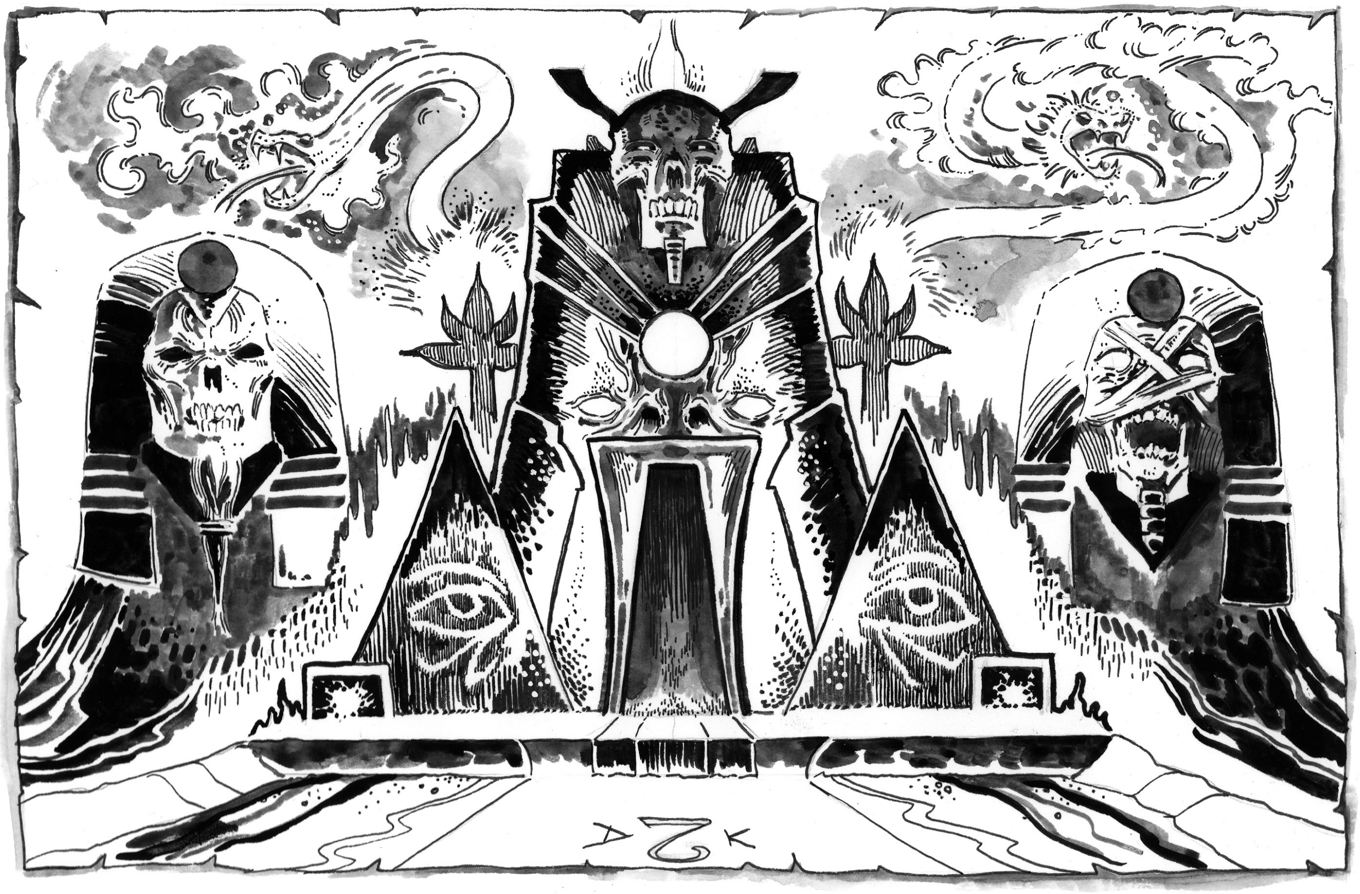
DUNGEON CRAWL CLASSICS

DARK TOWER

A DCC RPG CONVERSION
AND CLASSIC HOMAGE
BY JENNELL JAQUAYS
AND BOB BRINKMAN

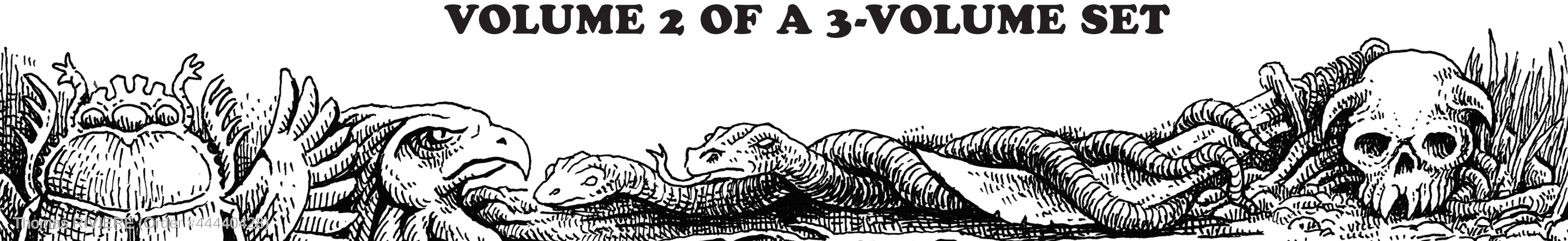
DARK TOWER



A DCC EDITION CONVERSION AND CLASSIC HOMAGE

DARK TOWER

VOLUME 2 OF A 3-VOLUME SET



DARK TOWER

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CHAPTER ONE

INTRODUCTION

Dark Tower is an award-winning adventure, originally published in 1979 by Judges Guild. It was the first in a series of dungeon and adventure scenarios developed, designed and illustrated entirely by Jennell Jaquays. It was one of the first publications to utilize the recently released *Advanced Dungeons and Dragons* © rulebooks, the *Monster Manual* and the *Players Handbook*. Dark Tower is also the only non-TSR adventure to make DUNGEON Magazine's Top 30 Adventures of all time, published in 2004 to celebrate the 30th anniversary of D&D. This adventure module is an homage to that classic adventure and a Dungeon Crawl Classics RPG conversion.

If you plan to participate in this module as a player, please stop reading at this point. The information in the rest of this module is for your judge so that they may guide you and other players through the adventure. Knowledge of the contents of this module will spoil the surprises and the excitement of the game for everyone concerned.

NOTES FOR THE JUDGE

Dark Tower is a detailed adventure supplement module and a classic homage to the original publication presented in 11 chapters.

Chapter 1 is this INTRODUCTION, which outlines everything the judge needs to get prepared to run this adventure.

Chapter 2 begins the DCC RPG converted adventure. It includes details of the VILLAGE OF MITRA'S FIST, a cursed settlement that sits atop the sprawling dungeon levels below.

Chapter 3 describes DUNGEON LEVEL 1.

Chapter 4 details DUNGEON LEVEL 2.

Chapter 5 defines DUNGEON LEVEL 3.

Chapter 6 contains DUNGEON LEVEL 4.

Chapter 7 describes the WHITE TOWER OF MITRA.

Chapter 8 details the DARK TOWER OF SET.

Chapter 9 details THE LOSTLANDS, the region in which Dark Tower and the Redmoon Pass are set.

Chapter 10 details REDMOON PASS, the region that surrounds the village of Mitra's Fist and the Dark Tower.

Chapter 11 is a bonus adventure, *The Secrets of the Sphinx*.

The remainder of this volume is the APPENDICES, which contains PREGENERATED CHARACTERS, NON-PLAYER CHARACTERS, NEW SPELLS AND MAGIC ITEMS, including RELICS, NEW MONSTERS and PLAYER HANDOUTS introduced in this module. Also included is MITRA'S BUNKER, an expansion of Dungeon Level 1 to be explored.

This module has been designed for a party of five to six characters. Each character should be 3rd- or 4th-level of experience at the beginning of the adventure and can be expected to gain several levels of experience by the end of their adventures in the *Dark Tower*. The group should be well-balanced, with at least one wizard, one cleric, one thief, and two warrior-types in it. Since the majority of the encounters are based underground, a dwarf would be an asset to any adventuring party. A cleric dedicated to Mitra would find additional incentive to explore the Dark Tower. Most, if not all, of the front-line combatants should have magic weapons. If the party has less than 18 levels or more than 24 levels, the judge may need to adjust the encounters to remain a suitable challenge.

If the players do not already have characters of a suitable level to fully enjoy the *Dark Tower*, the pre-generated characters located in Appendix A may be used. These can also be used if the party has too few members or is lacking some of the typical classes for a balanced adventuring group. These ready-made characters can also be used if a new player wants to join the party, or if a player needs to quickly replace a character who has been killed. Of course, the player can create a level-appropriate character on their own. There are few villagers willing to aid or even join the adventurers on their quests. The judge needs to treat these new characters as wandering adventurers or develop a suitable backstory explaining their fortuitous appearance. This is a great opportunity for the player to work in conjunction with the judge to flesh out these character's backstory, if used.

This is a long-term adventure, designed to be completed over many sessions of play and several months of real time. The judge should not move the action too quickly but give ample opportunity to rest and recover resources between sessions. As the characters delve deeper into dungeons below the cursed Village of Mitra's Fist, the challenges get even more difficult. The judge can track experience points normally or use the suggested experience progression as desired. For optimal encounter balance, the characters

TABLE 1 SUGGESTED CHARACTER LEVELS

Chapter	Description	Suggested PC Levels
Chapter 2	The Village of Mitra's Fist	3rd-Level
Chapter 3	Dark Tower: Dungeon Level 1	3rd-Level
Chapter 4	Dark Tower: Dungeon Level 2	4th-Level
Chapter 5	Dark Tower: Dungeon Level 3	4th-Level
Chapter 6	Dark Tower: Dungeon Level 4	5th-Level
Chapter 7	The White Tower of Mitra	5th-Level or higher
Chapter 8	The Dark Tower of Set	6th-Level or higher

levels should match the appropriate section of the adventure, as summarized on Table 1, below.

Note: The final encounter of the Dark Tower of Set features a lich and his allies. This encounter will be very difficult, unless the party has gathered the *Mitraic relics* and possibly a few allies. If the players make it this far, the judge should be prepared to alter this final boss encounter to give the players a shot at a hard-earned victory.

Before gathering at the game table to enjoy the challenges presented by the *Dark Tower*, the judge must read the entire module thoroughly to become familiar with the details of the *Dark Tower*. This not only includes the expansive subterranean levels under the Village of Mitra's Fist, but the extensive backstory of the setting, and the struggle of two deities and their faithful. The deities in question are Mitra (a lawful deity of the sun, justice and law) and Set (a chaotic deity of darkness, serpents and desert storms). If these two deities do not fit with the campaign setting, the judge should find a suitable replacement.

In the case of a new creature or a non-player character (hereafter referred to as an NPC), the statistics are included with the text but are also included in Appendix C so that the judge may review them all in one place prior to running the adventure. New spells, equipment, and magic items introduced in this adventure are fully detailed in Appendix D.

ON THE NATURE OF GOOD VS. EVIL

The original *Dark Tower* was a struggle between the forces of a Lawful Good deity and those of a "god of evil". The DCC RPG alignment system forgoes such distinctions, treating neither Law or Chaos as wholly good nor evil. For the sake of this adventure, regardless of their alignment, followers of Mitra are good in their intentions while followers of Set are truly evil. As for the PCs themselves, the divisions of Law and Chaos are less important during the *Dark Tower*. It is instead left to the judge's determination based on their actions, whether individual characters are "good" or "evil."

In the encounter keys, the encounter number matches the location of the encounter on the maps. Village locations begin with a "V" prefix, as in V-1, The Hovel of Old Cornelius. For the four levels of the dungeons, each room number has three numerals. The first numeral indicates the dungeon level, while the following one to two numbers after the dash indicate the actual room number. For example, area 1-11 is room 11 on level 1, while area 4-9 is room 9 on level 4. The various levels of the White Tower of Mitra begin with a prefix A through F in descending order, while the various levels of the *Dark Tower* of Set begin with a prefix G through L in ascending order. Consult Map 4 for the sideview of the dungeon and the towers for clarification.

In addition to the judge adjusting the encounters based on the relative strength and composition of the party, the judge is encouraged to make the *Dark Tower* his own. This could include altering some of the backstory, locations or deities to fit the judge's campaign setting. Consider the text of this adventure and the keyed locations to be guidelines, ready for customization to tell the kind of tabletop narrative that suits you and your players.

There are a large number of NPCs in this adventure. Consult the next section of the introduction for a summary of the cast of players in this narrative. These personalities are usually powerful enemies in the game, but a few are influential allies. Most of these NPCs have statistics and summaries of gear, including magic items, and many have their personalities described to some extent. This is designed to make them as individual as possible and hopefully allow for more social interaction between dungeon residents and adventurers, other than just at the edge of a sword. The judge should familiarize themself with as many of these personalities as possible, breathing life into these enemies and allies to enrich the play experience. Understanding each NPCs personality and motivations is crucial to telling a compelling role-playing game narrative. Astute players can utilize the factions of Mitra and Set, pitting them against each other for the players' benefit. This political battle between factions is not played up in the text, but it can be intensified by the individual judge, if so desired. It is, in fact, the existence of this petty in-fighting that has kept the battle from coming to a conclusion long ago.

DRAMATIS PERSONAE

Name	Description	Typical Location
Ahkraten*	A sphinx, guardian of the ways	Secrets of the Sphinx, area 8
Aphris	Avvakris' son, deformed with reptilian features; cleric of Set	V-6, 4-18A
Argol Bargol Burt ("Argh")	One of Haffrung's personal bodyguards	3-16
Argun the Conflagrator	1,000+ year old dragon	4-5
Auroka the Flailer	A mercenary travelling with the caravan	Village of Mitra's Fist
Avvaar	A male gravewight that resides on Dungeon Level 1; Avvakris' oldest son; died of smallpox	1-28
Avvakris the Merchant Baron	Merchant baron; high priest of Set and the true ruler of the Village of Mitra's Fist	V-5, the Village of Mitra's Fist
Avvala	Wererat cleric of Set and the daughter of Avvakris; Sinstar's lover; she wears the *Eye of Mitra*	1-15
Axebeak*	Alpha griffon mount *(see Torgrut)*	C-17
Balaar the Shaker	Lesser Son of Set; summoned by the lich Pnessutt	L-22
Beldar the Sodden	Wizard who resisted the curse of the Set; a drunkard and potential ally	V-7
Berkam Shem	Evil wizard allied with orcs; his hellspider familiar is Pimshales	2-11
Bilko Bucks	One of three halfling brothers magically asleep and imprisoned on Dungeon Level 3	3-22B
Bingorum Bucks	One of three halfling brothers magically asleep and imprisoned on Dungeon Level 3	3-22B
Bolt of the North Marches	One of Merth's henchmen	V-10
Buffo Bucks	One of three halfling brothers magically asleep and imprisoned on Dungeon Level 3	3-22B
Bultitude	Black bear companion *(see Mordred)*	3-22D
Cronok the Fox	Xor's henchman and servant; not particularly loyal	3-3
Dagda	One of Haffrung Helleyes' apprentices	3-18
Dohevin*	A type III angel, ally of Mitra	3-6
Eaomir*	A type III angel, ally of Mitra	3-6
Fang	Dire wolf animal companion *(see Oph)*	3-16
Gerstead the Grim	One of Merth's henchmen	V-10
Glorfingel Goodman	Imprisoned Mitraic knight. He knows the location of 3 *Mitraic relics*; willing to ally with the characters; he is aware that Haffrung is bound to a gem and what it looks like	3-9
Gnorsh Bloodtongue*	Hobgoblin leader of a goblin tribe; direct ally of Avvakris	2-3
Gorgos*	A cyclops who roams Redmoon Pass	Redmoon Pass
Greeves*	An invisible servant summoned each day and named by Shadrock the wizard	4-28
Grimstone	A wounded elf; the last surviving charmed member of a group sent to kill Xor the Evil One; he wields the *Sword of Kroan*	3-4
Grom	A body for possession *(also see Haffrung Helleyes)*	3-17

Haffrung Helleyes	Powerful wizard; his physical body was destroyed in an eldritch conflagration decades ago; his soul resides in a magical gem, and he often assumes control of maintained bodies; he is mildly insane	3-16, 3-17, 3-19, 3-23, or 3-24
Halphed Bloodgusher	One of Haffrung's personal bodyguards	3-16
Haltashaar	Aging nomad sell-sword	Village of Mitra's Fist, or 2-21E
Han Filo	One of Merth's henchmen	V-10
Hannon Hellriser	One of Merth's henchmen	V-10
Hargrove*	An intelligent door at odds with Sydni regarding a nearby diamond	2-24
Harringdon	Powerful cleric of Mitra; slightly senile and talks to mice; guards the route to the White Tower of Mitra	4-1
Harshasha*	Male naga who guards the route to the *Mind of Balance*	3-14
Hastor	Cleric of Set who runs the grain emporium	V-3
Hahtep*	Gynosphinx guardian of the Chamber of All-Seeing	Secrets of the Sphinx, area 14
Hex*	A hydra and pet of Haffrung	4-13
Hingest	Wizard cursed into the form of a chest; he can still speak and cast spells	2-11
Holomir Goldheart	Mitraic knight with a magical mechanical heart granting immortality; wields the sentient longsword *Lawgiver*	1-1
Hyonus*	A type III angel, ally of Mitra	Area I
Inchana	Household servant of Avvakris	V-5G
Ishpemo	Chief guard of the holding cells in area 2-21	2-21
Ishping Waha*	Male naga, guards the route to the *Mind of Balance*	3-14
Kaliphishaar*	A prime chimera dwelling in Redmoon Pass	Area F
Konah the Dissenter*	Lesser Son of Set; a 9' tall bat-winged humanoid in Egyptian garb; his blood is needed to activate the teleporter to area L-20	K-18
Langdon*	A type III angel, ally of Mitra	4-2
Malicia	Succubus; she is often found in the common room of the Overlord's Inn	V-7, 3-22
Manahath*	One of only four Chosen Sons of Set; has the lower body of a snake, a four-armed human torso, twin dragon heads with insectoid eyes and monstrous bat wings	L-21
Melkor Stoneteeth	Retired warrior and current owner of the Overlord's Inn; has petrified teeth	V-7
Mellon	Male elf; one of Haffrung's personal bodyguards	3-16
Merth	Sheriff of the Village of Mitra's Fist	V-10
Mervyn	One of Haffrung Helleyes' apprentices	3-18
Midod the Filthy	A smelly prison guard in area 2-21	2-21
Mighty Sam	Once a mighty frost giant whose spirit was transferred into a comical statue by Set	2-5
Moram, Infidel Bane	Nomad elder and champion of Ishtar; caravan leader of few words	Village of Mitra's Fist, or 2-21
Mordred	Faithless cleric, tricked by Malicia the succubus and imprisoned. Watched over by his faithful animal companions Bultitude and Wisefoot	3-22D

Murkaganth ("Murkey")	A dragon, shape changed into a puppy. Captured and magically put asleep by Haffrung Helleyes	1-33
Old Cornelius	Befuddled, senile cleric of Mitra; resisted the curse of Set	V-1
Ollem Hairy-Arms	Werebear blacksmith; only Avvakris and Merth are aware of his affliction	V-4
Omphalos*	A naga who guards the route to the Tomb of Mitra	1-39
Onoch the Belly	An overweight but strong prison guard in area 2-21	2-21
Oph	One of Haffrung's personal bodyguards	3-16
Orestes*	A type III angel, ally of Mitra	4-2
Orphredd*	A type III angel, ally of Mitra	4-2
Orson	A body for possession *(see Haffrung Helleyes)*	3-17
Pimshales ("Pim")	Hellspider familiar *(see Berkam Shem)*	2-11
Pnessutt	Lich cleric of Set; gifted with un-death from Set himself, he is the true high priest; his phylactery is an invisible cymophane gemstone of great value	L-22
Racox*	A former great knight of an age past, now cursed to un-death as a skeletal warrior	2-20
Randrum (mentioned)*	A long-dead high priest of Mitra that served during the catastrophe	D-13
Rosunn*	A type III angel, ally of Mitra	C-6
Rufo the Ugly	Male human thief; performs Melkor's dirty work; resisted the curse of Set	V-7, V-9
Scarvonii the Dark	One of Merth's henchmen	V-10
Schaffjim*	A werejackal that lives among a pack of jackals	2-12
Seth the Huge	Avvakris' bodyguard	V-5
Shadrock the Enchanter	Wizard who craves to be left alone to pursue magical research in his hidden lair; tended to by Greeves, his only friend	4-28
Shamling	The ghost of a wine merchant murdered by Avvakris and the followers of Set	1-29
Sinstar the Sly	Wererat thief; his lover is Avvala	1-15, Village of Mitra's Fist
Skelly	A body for possession *(see Haffrung Helleyes)*	3-17
Skilvashara	Comely female human peasant; Avvakris' current concubine (until betrayed)	V-5F, 1-5
Snurgi Hellstrom*	Fire giant with hell hound pets	4-20
Sufku	A senet-playing ghost	Secrets of the Sphinx, Area 5
Sydni*	An intelligent door at odds with Hargrove regarding a nearby diamond	2-24
Tarshigid Rarreacher	One of Haffrung's personal bodyguards	3-16
Tirian of Asalbar	One of Haffrung's personal bodyguards	3-16
Torgrut*	Hobgoblin warband leader	C-17
Vashalla	Female human cleric of Ishtar	Village of Mitra's Fist, or 2-21F
Vastavaar Speartongue	Foul-mouthed warrior traveling with the caravan	Village of Mitra's Fist, or 2-21
Verdonitii	A traveler from a distant land, bearing an important message inscribed invisibly on a mace; he travels with the caravan	Village of Mitra's Fist, or 2-21E

Verus Vorum	A cleric of Mitra with split a personality; the only survivor from Set's attack 300 years ago; half the time he is a good cleric with beneficial spells; half the time he is an evil cleric with harmful spells	1-24
Vishar*	Male storm giant dedicated to Mitra; guards a route to the White Tower of Mitra	F-20
Vorgrim Baresarcks	One of Merth's henchmen	V-10
Vrednii*	Lesser Son of Set; summoned by Mannahath; a gigantic snake with eight legs, black bat wings and a crocodile head	L-21
Vresnor Agalla*	Ghost of the man who first discovered the forces of evil tunneling up from below the village	4-19
Wisefoot	Wolf companion *(see Mordred)*	3-22D
Wormgear Bonegnawer	Avvakris' bodyguard	V-5
Xor the Evil One	Warrior seeking funds for a war in his distant homeland; his henchman is Cronok	3-3

*Not detailed in Appendix C – NPCs

DESIGNING APPROPRIATELY CHALLENGING ENCOUNTERS

The Dark Tower is a mega dungeon crawl, sprawling over four levels plus a village and two ruined towers to explore. For this conversion to DCC RPG, we are respecting the original material and have not altered encounters to make them game balanced from a modern standpoint. The original adventure was designed for a larger group, typically 6 to 10. The judge must exercise caution when running these encounters for the party based on their number and level of experience. The judge should know the abilities and equipment of the party and the experience of the players and take this into account when presenting these encounters. Be prepared to adjust encounters on the fly!

If the characters get in over their head with a particular encounter, encourage them to flee. Alternatively, the noise generated by a given encounter might attract a wandering monster (or a nearby resident monster), which could be an advantage for the outmatched characters. For example, if a battle with a blood-crazed hill giant is not going in the characters' favor, have a primeval slime show up, providing just the distraction the characters need to have a chance to escape. Or the hill giant might come to his senses, and switch tactics to capture as many characters as possible for snacking at a later time, or to trade to the allies of Set for hard coin. If a few of the characters escape, give them an opportunity to regroup and mount a rescue operation. And finally, when adjusting an encounter, don't forget to also adjust the amount of treasure the party can recover.

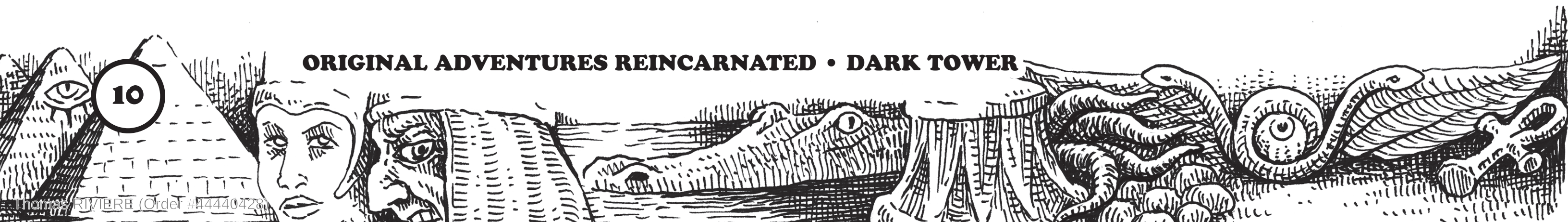
THE HISTORY OF THE DARK TOWER

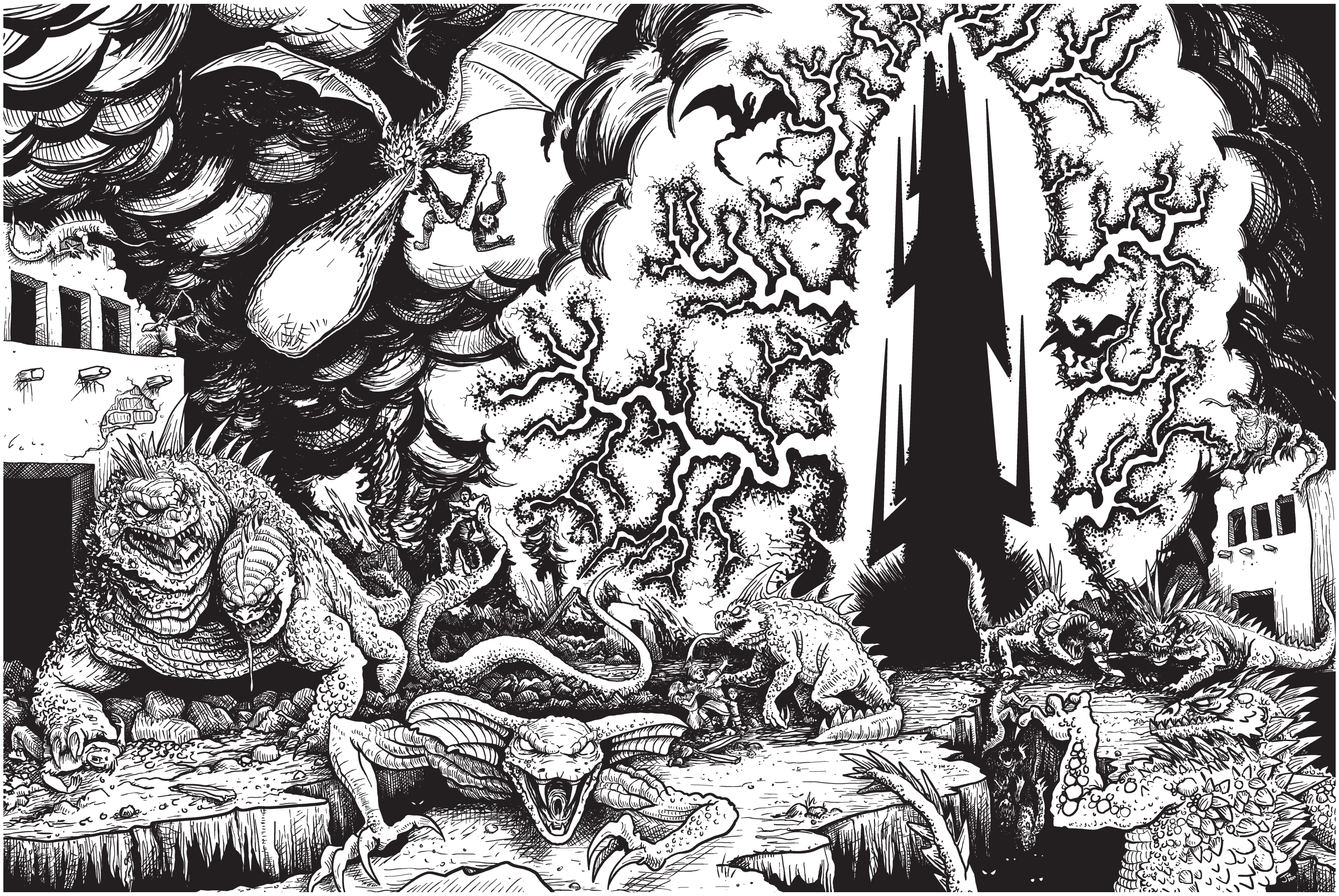
With the expansion of the Empire and the extension of her protection to other, less ominous trade routes, Redmoon Pass has become frequented only by ignorant, wayward or weather-driven travelers who fear the whim of the elements more than they dread the terror of old legends. Situated centrally in the pass, the tiny Village of Mitra's Fist appears to be a haven from the many storms that stalk wayfarers in the high mountain reaches. Even so, the wise and knowing do their best to avoid Mitra's Fist, better known as "Mitra's Curse".

Legend and church history relate that it is nigh unto fifteen centuries since the patriarch of Law and Good, Mitra, established a sanctuary in this mountain pass. Tales were told of his holiness and people sought the wise man to be healed and blessed. He was indeed a living legend.

Near the end of his mortal years, it became his task to lead a holy crusade against worshippers of the snake demon, Set, destroying the demon's mortal form and routing his army of evil. But the price of victory was high indeed; as a result of the encounter, Mitra also died.

It was not long before pilgrims once again came to the sanctuary seeking healing and blessing, as Mitra's former assistants began to beckon in their mentor's name, finding power in it. Soon, Mitra's hermitage became the first temple of the god Mitra. As the centuries fled by and the religion spread, the founding place was not forgotten. Devotees erected a tall, ornate, white tower over the place where the crumbling first temple once stood. Temple rites were conducted by a high priest and his entourage of patriarchs. Not only humans, but also a celestial host could often be found waiting faithfully on the god.





After that fateful battle, a millennium passed before Set, no longer a demon, but now an evil god of Chaos, saw fit to attack the birthplace of the religion that opposed his. On an overcast lightless night, a mighty tower of black stone appeared mysteriously out of nowhere, crushing in its wake fully half the village. That night, those villagers who could not reach the comparative safety of the White Tower of Mitra were slaughtered in the carnage that ravaged the surrounding land. Very few survived to tell the tale of what would happen that fateful night.

The battle that week was dear. The high priest of Mitra was murdered as he prayed and all but a few of his attendants slain. Only the celestial host curbed the eradication of the faithful and innocents alike. The final events came quickly as the surrounding mountains reacted to the disturbing power of magic that roiled the ground. Landslides that left the village strangely intact as they buried it soon covered the pass to depths of hundreds of feet.

The mystery of the destruction of the shrine was never truly solved by those not present. The church, though dumbstruck, quietly moved the spiritual heart of the religion to the site of the battle in which Mitra originally died, some hundred leagues away.

Within a decade, a village of treasure seekers grew atop the debris piles, guided by tales and maps. The small hamlet of tents and shacks became known as Mitra's Fist, or as "Mitra's Curse" to unbelievers. After several years, the church of Mitra built a shrine and established a mission to keep an eye on the fortune hunters, in case any of the lost relics of their god should be unearthed. It took a hundred years of digging before excavators found the location of the original village. However, they encountered the unexpected. Something was digging up to meet them! Small amounts of treasure began to trickle out the tunnels and Mitra's Fist became a popular stop for traders enroute to the cities of the newly founded Empire. It was ten decades before news stopped coming from the village and caravan leaders found excuses to brave the danger-fraught western passes rather than use Redmoon Pass.

Mitra's Fist had changed almost overnight. Some force had possessed the village and its occupants, causing them to slay villagers, non-humans and Mitraic priests in one night of hell-possessed fury. It is these very same villagers who have inhabited the old decaying buildings of Mitra's Fist for three hundred years since, never aging.

For three centuries the village of Mitra's Fist has existed, unmolested by the outside world. Few have noticed that the village has had the same occupants for over ten generations. Few have noticed because nearly all who visit the cursed village fall prey to the sharp, ceremonial dagger of Avvakris, a high priest of Set and his allies.

THE LEGENDS OF THE DARK TOWER

Although play can commence within the confines of the area terrain map, or possibly within the Village of Mitra's Fist itself, a more compelling start to this adventure would be in some village, city or locale within the individual judge's own campaign. Long before this supplement is used, the judge's campaign could be sown with rumors and legends of the mystery of Dark Tower. Legends, truths and half-truths should be available from a few sources, including the respective temples of Mitra and Set, local merchants or from oracles, prophets and seers. By having the players actually seek out information on this setting and the conflict of deities makes it seem all the more valuable and increases the payoff once this adventure truly begins.

The following legends, rumors and tidbits of information can be used to entice the heroes to travel to and explore the Village of Mitra's Fist and the dungeons below Redmoon Pass. Of course, these scraps can be crucial information, or misleading tales to the heroes' quest. Below is a table of 20 rumors and legends that can be distributed to the players. The judge is encouraged to create more of these to pertain specifically to their campaign.

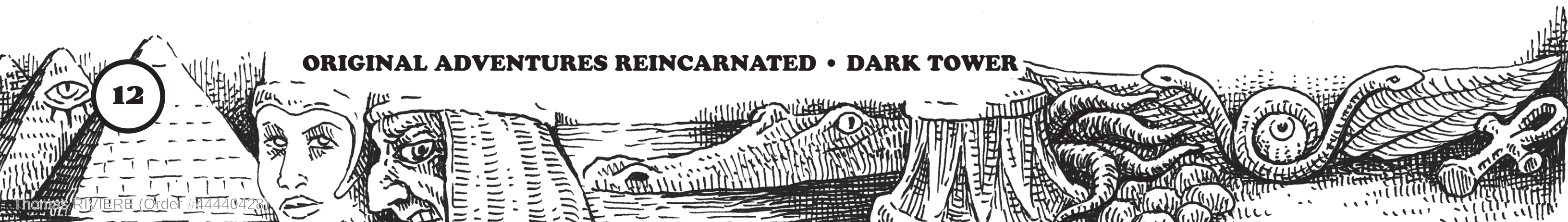
Use two methods to distribute these rumors to the players. For players, roll a 1d4 and consult the table to determine the number of rumors known. Then roll a 1d20 to determine the specific information known. If the same number is rolled twice, it merely states the character received the rumor from multiple sources.

d4 Roll	**# of Rumors**
1	1
2	2
3	3
4	0

Each NPC also receives 0 to 3 rumors, using the table above to determine the number and the table below for the information. Of course, the characters need to engage in social interactions to pry some of this information from the NPCs. A successful DC 10 Personality check could be useful to "loosen" an NPC's tongue. Of course, purchasing a flagon of ale or a glass of wine (or an outright bribe of at least 1 gp) could also garner information (at the judge's discretion).

A rumor noted with an (F) indicates a false piece of information, although there is no way for the character to ascertain this. In addition, the bearer of the rumor has only a 10% chance to be aware of the falsehood. So, only in this case would a DC 10 Intelligence check be useful to discover this subterfuge.

d20 Roll	**Rumors**
1	The underground complex below Mitra's Fist has four levels.
2	The Tower of Set is totally deserted (F).
3	Somewhere in the ruins is a gem as large as the outstretched span of a hand.
4	The church of Mitra will pay handsomely for the capture of Set's Tower.
5	Jewelry and art objects with lion images are more valuable than they may seem.
6	Old Cornelius, the prefect of Mitra, is dead (F).
7	Beware statues!
8	The words, *"Set, Set, Merchant of Death. Let all of the world feel your soul-chilling breath."* Will allow passage through pentagons.
9	*The Sword of Kroan*, an enchanted blade, disappeared in the region near the Village of Mitra's Fist.
10	The Village of Mitra's Fist is abandoned (F).
11	Haffrung the Beneficent seeks to aid heroes against the Tower of Set (F).
12	Mordred the Druid is missing and is feared lost in the depths beneath the Village of Mitra's Fist.
13	The Caravan of Mumchandar is planning to journey to their homeland via the Redmoon Pass.
14	*"Ware the curse! Transgress Ye Not in Mitra's Holy Tower!"*
15	Entrances to the depths below Mitra's Fist can be found at the Overlord's Inn.
16	The signet ring of Avvakris the Merchant is a valuable password.
17	Speaking the name of Mitra, while presenting his holy symbol, turns away all un-dead (F).
18	The Cult of Set will pay extravagantly to have a group of heroes destroy the occupants of Mitra's Tower.
19	The legendary "Sons of Set" are rumored to walk among the mortals in the depths of Redmoon Pass.
20	Beldar the Sodden is untrustworthy (F).



CHAPTER TWO

THE VILLAGE OF MITRA'S FIST

The village is an undistinguished collection of small, field stone buildings. It is located in the Redmoon Pass, set alongside a weathered hill. The main trade route through the pass bypasses the village, for good reason. But a poorly maintained road, rife with potholes and rocky debris does make its way from the main trade route to the village. Well-informed travelers in the region avoid the village believing it to bear some divine curse. Visitors to this sleepy hamlet are rarely, if ever, heard from again. Hence this place is often referred to as Mitra's Curse. Many are the caravans that have disappeared here over the last 300 years. In fact, while the adventurers are in the town, a caravan comprised mostly of nomads stops here for the night and by morning will have disappeared completely.

GENERAL FEATURES

Unless noted, all buildings are constructed of field stone. Most structures are one story tall, with exceptions being Avvakris' Manor (area V-5), the Overlord's Inn (area V-7), and the constabulary (area V-10).

VILLAGERS

Most of the inhabitants of the village are peasants, except as noted. Due to the curse, inhabitants of the village are no less than 300 years old! The few that do die become un-dead in the service of the pits below. Astute characters notice that there is no graveyard of any kind in the area. What old graves were present have long since been pillaged to provide skeletal servants. No village resident can travel more than a few miles from the village, or else rapid aging occurs. A villager that is more than two miles away from the village for 24 hours begins aging at a rate of 10 years per hour. If a villager travels more than 20 miles from the village, this rapid aging begins immediately. Once this rapid aging begins, it can't be halted, and the villager dies once they reach their maximum age. For most humans, natural death occurs between 70 and 90 years.

PROVISIONS

Assume whenever an NPC is found in its keyed location (typically its residence), 1d4 weeks of edible provisions, along with 1d10 gallons of wine or water are present per person, despite the encounter description. Obviously, this does not apply to prisoners.

NIGHT MOVES

If characters are out at night, poking around, there is a 75% chance they are set upon by an organized group of brigands and powerful village residents who are intent on capturing the adventurers for sacrifice on the altars of Set in the dungeons below. See the Waylaid! section, below.

THE CARAVAN OF MUMCHANDAR

At the judge's discretion, a traveling caravan pulls up to the Village of Mitra's Fist while the characters are present. This gives the villagers a ripe target, while providing an opportunity for the characters to potentially foil the attack. See the section, The Caravan of Mumchandar, below, for details of this group.

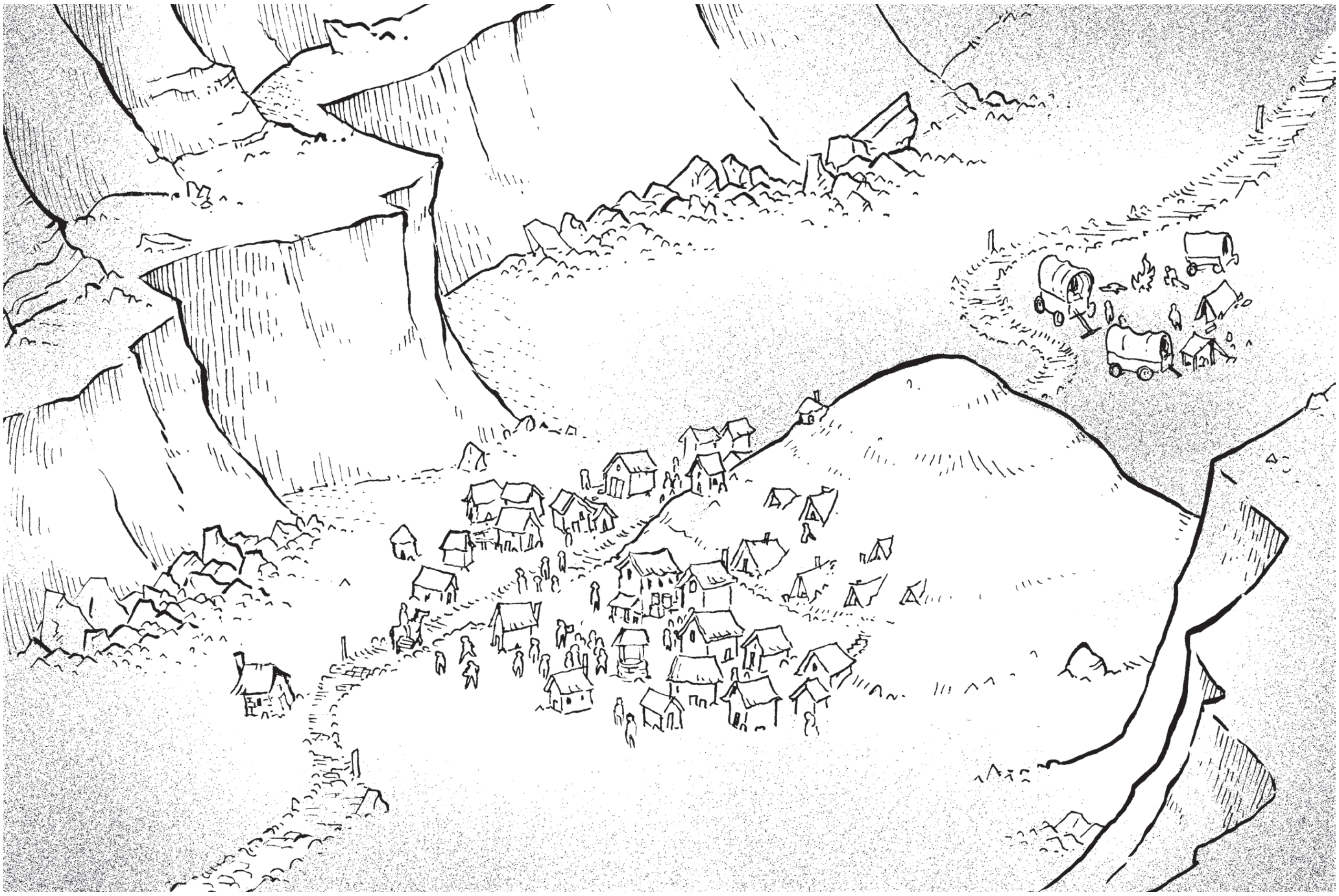
WANDERING VILLAGERS

The village is an active location with many villagers going about their daily routines. Since many of the wandering villagers can be found at keyed locations in the village (or the dungeon), it follows that if they are killed, then they cannot be encountered again, nor are they be found in their lairs. Of course, the reverse is true of NPCs who are killed in their keyed locations.

During the day there is a 1 in 6 chance for every 10 minutes spent moving around the village of encountering a wandering villager. Roll a 1d6 and consult the table below. At night, roll only once per hour, and if an encounter is indicated, add +3 to the roll on the table below.

d6 Roll	Encounter
1-3	Townsfolk
4	Merth
5	Avvakris
6	Manor House Guards
7-8	Bandits
9	Sinstar the Sly

AVVAKRIS (area V-5): **Avvakris the Merchant** (see Appendix C) and his two bodyguards, Seth the Huge and Wormgear Bonegnawer, are moving about the village, no doubt up to something sinister. Likely destinations include the constabulary (area V-10), the Overlord's Inn (area V-7)



or returning to the Manor House (area V-5) from dungeons below the village.

BANDITS (areas V-12 to V-16): This is a group of 3d4 **bandits** heading to or from the Overlord's Inn. If there is a merchant caravan or visitors currently in the village, they could be scouting or getting into position to waylay them. In this case there is a 30% chance the **bandit hero** is with this group.

Bandit (3d4): Init +2; Atk longsword +2 melee (1d8+1) or dagger +2 melee (1d4+1) or +3 missile fire (1d4) or shortbow +3 missile fire (1d6); AC 15 (chainmail); HD 1d8; hp 5 each; MV 20′; Act 1d20; SV Fort +2, Ref +2, Will +0; AL C; Crit III/d6.

Bandit hero: Init +4; Atk scimitar +4 melee (1d8+2) or javelin +5 missile fire (1d6); AC 16 (chainmail); HD 2d8; hp 10; MV 20′; Act 1d20; SV Fort +3, Ref +3, Will +1; AL C; Crit III/d8.

MANOR HOUSE GUARDS (area V-5): This is an off-duty patrol from Avvakris' Manor House. Roll 1d4 to determine which patrol it is, rerolling any that are currently on duty. During the day, the patrol is heading out to the wilderness with 1d3 war dogs for exercise and training. During the night, the group is heading to or from the Overlord's Inn.

Patrolman (2): Init +4; Atk longsword +4 melee (1d8+2) or mace +4 melee (1d6+2) or crossbow +5 missile fire (1d6); AC 14 (scale mail); HD 2d8; hp 10 each; MV 20′; Act 1d20; SV Fort +3, Ref +3, Will +1; AL C; Crit III/d8.

Mercenary: Init +4; Atk polearm +4 melee (1d12+2) or dagger +4 melee (1d4+2) or +4 missile fire (1d4); AC 15 (studded leather & shield); HD 2d8+6; hp 15; MV 30′; SP skilled combatant (reroll 1s on damage rolls); Act 1d20; SV Fort +3, Ref +4, Will +1; AL C; Crit 19-20 III/d8.

War Dog (1d3): Init +2; Atk bite +2 melee (1d3); AC 12 (leather barding); HD 1d8; hp 7 each; MV 40′; Act 1d20; SV Fort +3, Ref +2, Will +1; AL L; Crit M/d6.

MERTH (area V-7): **Merth, the Sheriff** is moving about on official business. This most likely involves covering up a deed orchestrated by Avvakris or gathering intel on visitors to the village (in preparation to ambushing later that night). He is always with at least two of his henchmen, with a 40% chance that 1d4 additional henchmen are present. Randomly determine which henchmen are present using the following table.

d6 Roll	Henchman (see Appendix C)
1	Hannon Hellriser
2	Gerstead the Grim
3	Bolt of the Northern Marches
4	Scarvonii the Dark
5	Han Filo
6	Vorgrim Baresarcks

SINSTAR THE SLY (area 1-15): **Sinstar** (see Appendix C) slinks from building to building, looking for an easy mark. He can be spotted with a successful DC 15 Intelligence check (elves receive a +4 to this check). If confronted, he seeks to flee back to his lair, possibly via the well. There is a 30% chance that 2d6 **giant rats** are nearby, which Sinstar summons to cover his retreat.

TOWNSFOLK (area varies): This encounter is with a random villager moving about the village, typically on a mundane task. All **NPCs** are detailed in Appendix C. Roll 1d6 to determine who is encountered and an example of their task.

d6 Roll	Villager (Location)	Task
1	**Old Cornelius** (area V-1)	Bringing a bushel of vegetables to the Overlord's Inn.
2	**Ollem Hairy-Arms** (area V-4)	Bringing a few crates of weapons to the constabulary or returning with weapons and armor that need repair. There is a 50% chance he is accompanied by one of his apprentices.
3	**Hastor** (area V-3)	Busily hurrying to meet a merchant to discuss the purchase of grain. There is no merchant, as Hastor is afflicted with madness.
4	**Beldar the Sodden** (area V-7)	Taking a brisk walk to relieve himself after excessive drinking at the Overlord's Inn. He is quite drunk.
5	**Rufo the Ugly** (area V-9)	Performing some ominous task on behalf of Avvakris or Merth.
6	**Malicia** (area V-7)	On the prowl, looking for a solitary target to "feed" on. She avoids large groups.

THE CARAVAN OF MUMCHANDAR

This caravan carries spices and rich cloth for merchants in a distant city (according to the judge's campaign). It consists of four unmarked heavy wagons drawn by four **draft horses** each (total 16). The entire cargo divided among the four wagons is valued at 10,000 gp but weighs nearly 8,000 pounds. The caravan pitches camp to the north of area V-3. The horses are secured to several posts of a nearby ruined building. Moram, Virdonitii and all of the guards spend the night in the camp, while all of the other NPCs get accommodations at the Overlord's Inn.

The main caravan crew consists of eight human **caravan guards** driving the wagons, 10 **nomad warriors** mounted on warhorses, and 10 **nomad mercenaries** mounted on horseback. The leader of the caravan is **Moram Infidel Bane** (see Appendix C), who rides a heavy warhorse.

Caravan guard (8): Init +0; Atk scimitar +3 melee (1d8+1) or crossbow +3 missile fire (1d6); AC 11; HD 1d8; hp 5 each; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL L; Crit III/d6.

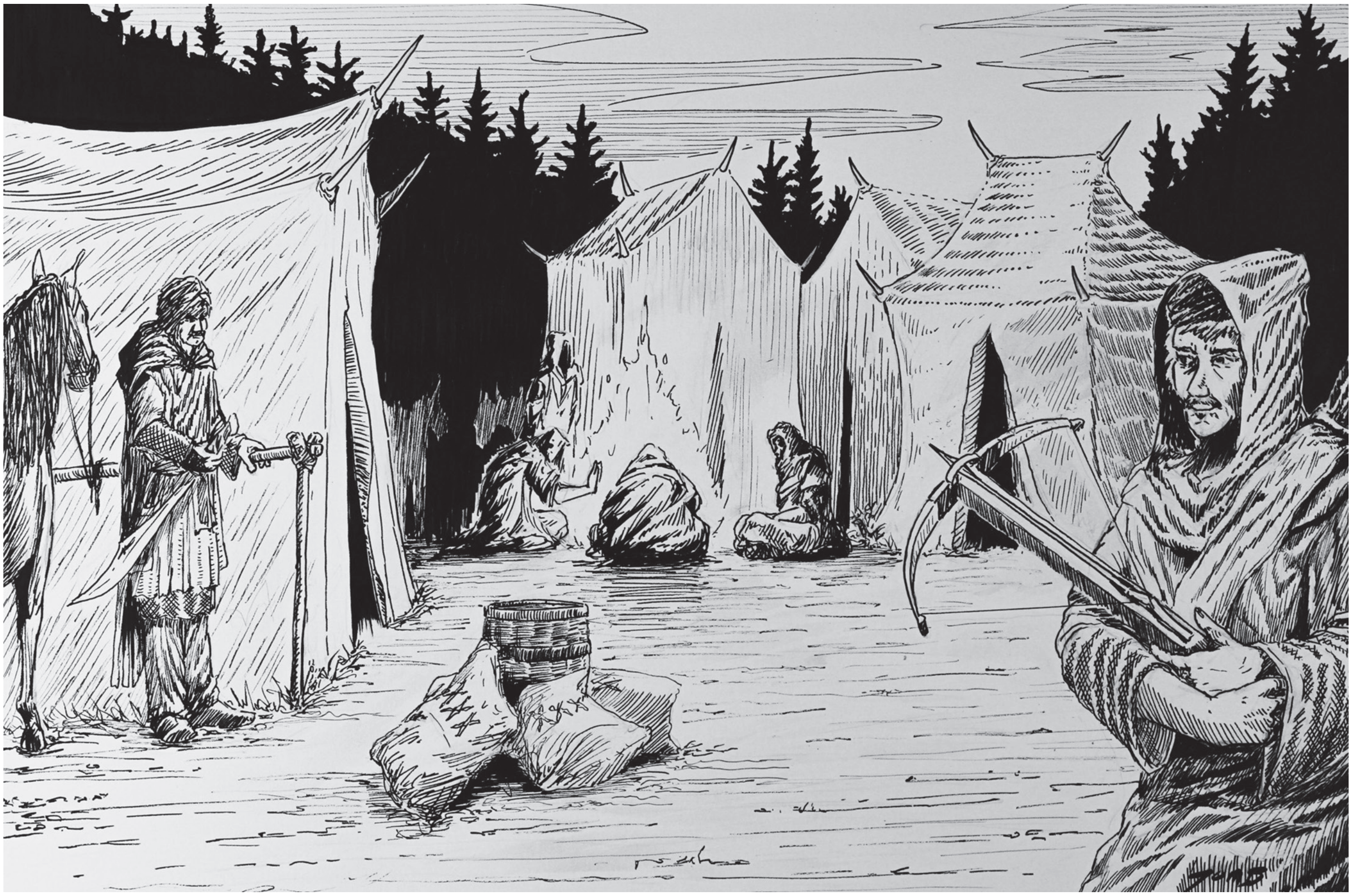
Nomad warrior (10): Init +4; Atk scimitar +3 melee (1d8) or dagger +3 melee (1d4) or +3 missile fire (1d4) or lance (1d12; x2 damage on mounted charge) or shortbow +3 missile fire (1d6); AC 13 (leather); HD 2d8; hp 10 each; MV 35'; Act 1d20; SP light-footed; SV Fort +2, Ref +1, Will +1; AL L; Crit III/d8.

Nomad mercenary: Init +4; Atk scimitar +5 melee (1d8+1) or dagger +5 melee (1d4+1) or +5 missile fire (1d4) or shortbow +5 missile fire (1d6); AC 15 (leather & shield); HD 3d8; hp 15; MV 25'; Act 2d20; SP light-footed; SV Fort +3, Ref +3, Will +1; AL L; Crit III/d8.

Light-footed: When wearing armor with a -2 check penalty or less, a nomad gains +5' to their movement (35') and a +3 to initiative (+4).

Moram, Infidel Bane (nomad elder, champion of Ishtar): Init +0; Atk fist +2 melee (1d3, subdual) or *Ishtar's Talon* +4 melee (1d8+3) or lance +2 melee (1d12+1; x2 damage on mounted charge) or by weapon; AC 20 (full plate & shield); HD 4d8+6; hp 22; MV 20'; Act 2d20 or 1d24 (lance); SP cleric abilities ((+0 spell check): *divine aid, turn unholy, lay on hands*), pious aura, immune to disease, spellcasting (+0 spell check): Spells (1st) *blessing, detect evil, holy sanctuary, protection from evil, word of command;* (2nd) *divine symbol, restore vitality*; SV Fort +6, Ref +5, Will +7; AL L; Crit III/d10.

Pious aura: Moram is so pious and faithful that he radiates a holy aura. Allies within 10' receive +2 to all saving throws.



Ishtar's Talon (+2 scimitar): INT 6; Bane: creatures of Chaos (Hardiness; when taking damage from the bane, wielder can make a Fort save of DC 1d20+10; success means the attack inflicts only half damage); Communication: empathy; Special Purpose: punish evildoers, protect the weak; SP shed light 40′ (at will).

Draft horse (16): Init -1; Atk hoof +0 melee (1d5+3); AC 12; HD 4d10; hp 30 each; MV 50′; Act 1d20; SV Fort +6, Ref +1, Will +2; AL N; Crit M/d10.

Horse (10): Init +1; Atk hoof +2 melee (1d4+2); AC 14; HD 3d8; hp 16 each; MV 60′; Act 1d20; SV Fort +4, Ref +3, Will +1; AL N; Crit M/d8.

Warhorse (10): Init +1; Atk hoof +5 melee (1d6+3); AC 14; HD 4d8; hp 24 each; MV 60′; Act 1d20; SV Fort +6, Ref +4, Will +2; AL N; Crit M/d10.

Heavy warhorse: Init +1; Atk hoof +5 melee (1d6+3); AC 14; HD 4d8; hp 32; MV 60′; Act 2d20; SP quintain trained (rider receives +2 to attacks when using a lance); SV Fort +6, Ref +5, Will +6; AL N; Crit M/d10.

Traveling along with the caravan are the following extra personalities (see Appendix C):

- **Auroka the Flailer:** Init +1; Atk flail +4 melee (1d6+2); AC 16 (chainmail & shield); HD 2d8; hp 16; MV 25′; Act 1d20; SV Fort +3, Ref +1, Will +0; AL N; Crit 19-20 III/d8.
- **Haltashaar:** Init +1; Atk scimitar +2 melee (1d8+1) or shortbow +3 missile fire (1d6); AC 12 (padded); HD 2d8+4; hp 12; MV 30′; Act 1d20; SV Fort +2, Ref +1, Will +0; AL L; Crit III/d8.
- **Vashalla (cleric of Ishtar):** Init +0; Atk mace +2 melee (1d6); AC 15 (chainmail); HD 3d8+3; hp 19; MV 30′; Act 1d20; SP cleric abilities ((+4 spell check): *divine aid, lay on hands, turn unholy*), spellcasting (+4 spell check): Spells (1st) *bless, detect magic, protection from evil;* (2nd) *neutralize poison or disease, restore vitality;* SV Fort +2, Ref +1, Will +3; AL L; Crit III/d8.
- **Vastavaar Speartongue:** Init +3; Atk short swords (x2) +2 melee (1d6); AC 12; HD 1d12+2; hp 13; MV 30′; Act 1d20 or 2d16; SP thief skills (pick lock +3, find trap +3, disable trap +3); SV Fort +3, Ref +3, Will +2; AL N; Crit III/d12.
- **Verdonitii:** Init +1; Atk fist +3 melee (1d3+1) or walking stick +2 melee (1d4+1); AC 13; HD 2d8+2; hp 13; MV 40′; Act 3d20; SP arrow catch, storm fist; SV Fort +2, Ref +6, Will +3; AL L; Crit III/d6.

- *Arrow catch*: When struck by an arrow, bolt, or thrown object, Verdonitii makes a Reflex save against the attack roll to catch the missile rather than be struck. On a roll of a natural 20, he may immediately hurl the item back at his attacker using 1d16.
- *Storm fist*: Verdonitti may split any number of his d20 action dice to make two attacks using d14.

This caravan, all the guards, the leader, additional travelers and even the horses and wagons seem to vanish without a trace from the village overnight. This is perpetrated by the bandits (see areas V-12 through V-16) led by some of the more powerful NPCs in the village. If villagers are questioned about the disappearance, the story fed to the characters is that the caravan left in the middle of the night. It is a rather weak story and can be detected with a successful DC 8 Personality check. But no one ever accused the average villager of being a genius.

The wagons and horses are taken to an out of sight ravine on Mount Vision. See Chapter 10 for more details on this location. Any valuables are moved to area V-8, with the choice items sent down to the dungeon for distribution among the faithful of Set.

BANDITS IN THE NIGHT

This group of bandits inhabits a collection of ramshackle buildings in the village (areas V-12 to V-16). They report to Avvakris, but always via villager intermediaries. This group is the base for a night attack on the caravan, or against the characters. Typically, this is in conjunction with Melkor (see area V-7) and his allies lacing the food and drink consumed with a powerful sleeping poison.

- The waylayers consist of 30 **bandits**. Each bandit carries a dagger, 15' feet of light, strong cord, a blackjack, and a flask of oil. For each three bandits, they have one weighted net (Atk +2 missile fire (*entangle*, range 5/10; special; see Appendix D)) for befouling and capturing opponents. This band is led by a bandit captain and his lieutenant, a bandit hero.
- **Bandit (3):** Init +2; Atk dagger +3 melee (1d4+1) or +1 missile fire (1d4) or blackjack +2 melee (1d3/2d6, subdual) or longsword +2 melee (1d8+1) or flask of oil +1 missile fire (1d6 plus burn; DC 12 Ref save to extinguish); AC 16 (chainmail & shield); HD 1d8; hp 5 each; MV 20'; Act 1d20; SP backstab (+0 bonus, blackjack only); SV Fort +2, Ref +2, Will +0; AL C; Crit III/d6.
- **Bandit (12):** Init +2; Atk dagger +3 melee (1d4+1) or +1 missile fire (1d4) or blackjack +2 melee (1d3/2d6, subdual) or longsword +2 melee (1d8+1) or flask of oil +1 missile fire (1d6 plus burn, DC 12 Ref save to extinguish); AC 13 (leather & shield); HD 1d8; hp 5 each; MV 20'; Act 1d20; SP backstab (+0 bonus, blackjack only); SV Fort +2, Ref +2, Will +0; AL C; Crit III/d6.
- **Bandit (3):** Init +2; Atk dagger +3 melee (1d4+1) or dagger +1 missile fire (1d4) or blackjack +2 melee (1d3/2d6, subdual) or spear +2 melee (1d8+1) or flask of oil +1 missile fire (1d6 plus burn, DC 12 Ref save to extinguish); AC 13 (studded leather); HD 1d8; hp 5 each; MV 20'; Act 1d20; SP backstab (+0 bonus, blackjack only); SV Fort +2, Ref +2, Will +0; AL C; Crit III/d6.
- **Bandit (3):** Init +2; Atk dagger +3 melee (1d4+1) or dagger +1 missile fire (1d4) or blackjack +2 melee (1d3/2d6, subdual) or polearm +2 melee (1d12+1) or flask of oil +1 missile fire (1d6 plus burn, DC 12 Ref save to extinguish); AC 12 (leather); HD 1d8; hp 5 each; MV 20'; Act 1d20; SP backstab (+0 bonus, blackjack only); SV Fort +2, Ref +2, Will +0; AL C; Crit III/d6.
- **Bandit (6):** Init +2; Atk dagger +3 melee (1d4+1) or dagger +1 missile fire (1d4) or blackjack +2 melee (1d3/2d6, subdual) or scimitar +2 melee (1d8+1) or flask of oil +1 missile fire (1d6 plus burn, DC 12 Ref save to extinguish) or crossbow +3 missile fire (1d6); AC 12 (leather); HD 1d8; hp 5 each; MV 20'; Act 1d20; SP backstab (+0 bonus, blackjack only); SV Fort +2, Ref +2, Will +0; AL C; Crit III/d6.
- **Bandit (3):** Init +2; Atk dagger +3 melee (1d4+1) or +1 missile fire (1d4) or blackjack +2 melee (1d3/2d6, subdual) or flask of oil +1 missile fire (1d6 plus burn, DC 12 Ref save to extinguish) or shortbow +3 missile fire (1d6); AC 12 (leather); HD 1d8; hp 5 each; MV 20'; Act 1d20; SP backstab (+0 bonus, blackjack only); SV Fort +2, Ref +2, Will +0; AL C; Crit III/d6.
- **Bandit hero:** Init +4; Atk longsword +4 melee (1d8+2or dagger +4 melee (1d4+2) or +5 missile fire (1d4) or shortbow +5 missile fire (1d6); AC 16 (chainmail); HD 2d8; hp 10; MV 20'; Act 1d20; SV Fort +3, Ref +3, Will +1; AL C; Crit III/d8.
- **Bandit captain:** Init +6; Atk longsword +6 melee (1d8+3) or dagger +6 melee (1d4+3) or +7 missile fire (1d4) or shortbow +7 missile fire (1d6); AC 17 (chainmail); HD 3d8; hp 15; MV 20'; Act 2d20; SV Fort +4, Ref +4, Will +2; AL C; Crit III/d8.

In addition, there is a chance the bandits are supported by one or more groups of villagers. These could include:

- There is a 60% chance 1 or 2 (50% chance of either) of the guard patrols from Avvakris' Manor (area V-5) is present. These are off-duty patrols, so they must be randomly determined.

- There is a 40% chance **Merth, the Sheriff** (see Appendix C) and 1d4+1 of his **henchmen** are present (area V-10).
- There is a 30% chance **Avvakris** (see Appendix C) himself oversees the operation, along with his two bodyguards (area V-10).
- There is a 20% chance the wizard, **Haffrung Helleyes** (see Appendix C) is present (area 3-16). He is using the body of **Grom** (body #1, area 3-17) and is guarded by **Tarshigid Farreacher** and **Tirian of Asalbar** (area 3-16) and his assistant **Mervyn** (area 3-18). All of these NPCs are detailed in Appendix C.

Judge's Note: If this bandit group is set on the characters, the judge should carefully determine what additional forces from the villagers are required to create a suitable challenge. If the judge desires to capture the characters, and present them with the challenge of escape, then the bandits employ non-lethal tactics (nets and blackjacks).

CAPTURED!

Depending on how the judge would like to immerse the characters into the plot of this adventure, the characters could end up captured by the sinister agents in the village. This could be via poisoning and an ambush at the Overlord's Inn, or if they are caught poking around the village at night.

Any characters knocked unconscious eventually awaken to find themselves in one of the empty cells of area 2-21 (in cells B, C, D, or G). All weapons, supplies, armor and valuables are removed from the characters' person(s). Any characters possessing heavy armor will still be wearing the under padding (+1 AC) of their armor. Regular weapons and inexpensive armor are stored in area 2-21A. Any copper, silver or electrum coins carried by the character are divided up between various bandits and bandit leaders. Any gems, jewelry, valuable art objects or rare weapons, gold, platinum or magic items are in the possession of **Aphris** in area 4-18. Unless a very special hiding place on the character's person or gear has been set up previously with the judge, searchers find everything of value on a character.

KEY TO THE VILLAGE OF MITRA'S FIST (MAP 1)

Area V-1 – The Hovel of Old Cornelius: *A worn path leads up the side of a hill to this unassuming hovel. Situated on the edge of the village, this worn structure is composed of mismatched field stone crudely plastered together with mud. The sagging roof appears ready to collapse. Along the side is a carefully tended garden of vegetables and herbs, contained by a makeshift stone wall.*

This single room hut belongs to **Old Cornelius** (see area V-2), prefect of the imposing Shrine of Mitra, a stone's throw away. Inside is a pallet with straw for sleeping, a rickety table and chair, and an earthen hearth. An array of clay pots and cups are scattered about in a vain effort to capture rain drops from the ruined roof. Near the door is a collection of gardening equipment (spades, hoes, and buckets), used to tend his robust garden.

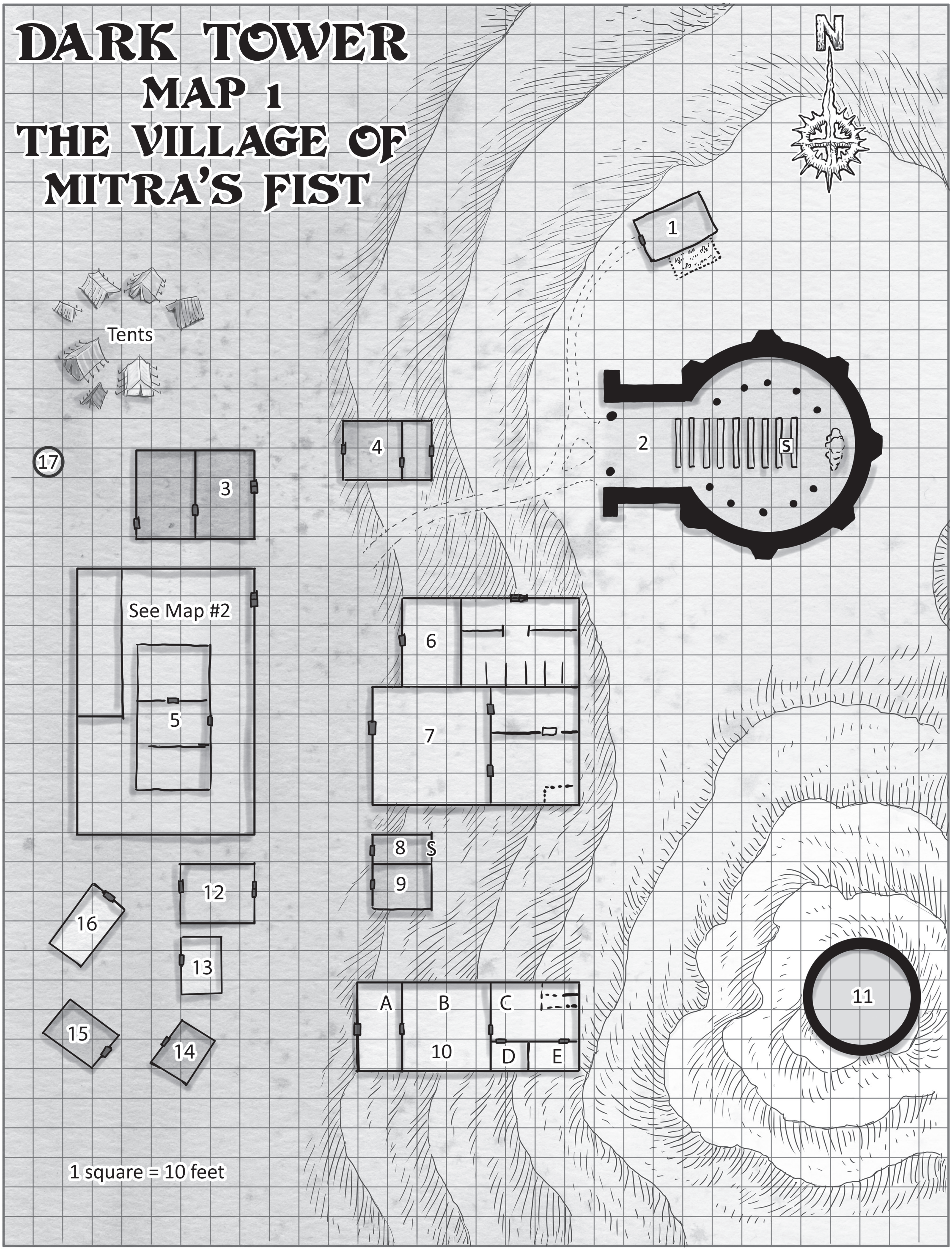
Area V-2 — The Shrine of Mitra's Tower: *Set on a hill overlooking the sleepy village is a circular white marble tower. A winding dirt path leads to the open-ended structure. A pair of white marble columns flank the entrance to the dome-shaped edifice.*

This is a moderately old, although not ancient, white marble shrine devoted to the god Mitra. It celebrates the tower that once stood on the spot where it is located. Few know that the white tower of Mitra still stands here, just buried beneath the earth.

Inside is an 80′ diameter single chapel with a 40′ high domed ceiling. Ten fluted marble columns encircle the chamber. Past eight polished wooden pews is a 20′ tall imposing white marble statue of Mitra, located opposite the entrance arch. It depicts Mitra as a well-formed, Adonis-like youth, crushing the head of a mighty serpent wrapped around its lower body.

Old Cornelius (see Appendix C) tends to this shrine, and there is a 75% chance he is encountered here during the day. He is aided by four villagers which serve as acolytes. They are really acolytes of Set, but the old man is not aware of this. They are tasked with keeping an eye on the old prefect and attempt to prevent any interactions between outsiders and their "venerated mentor". If unsuccessful in this task, they eavesdrop on the old man's conversations and report back to Avvakris or Merth.

There is a secret trap door in the floor beneath the first two pews. It can be located with a successful DC 13 Intelligence check. The acolytes need to be distracted while opening this door, otherwise they interfere. First, the two pews need to be moved to access the trap door, which requires a successful DC 10 Strength check to open. The trapdoor is


DARK TOWER
MAP 1
THE VILLAGE OF
MITRA'S FIST
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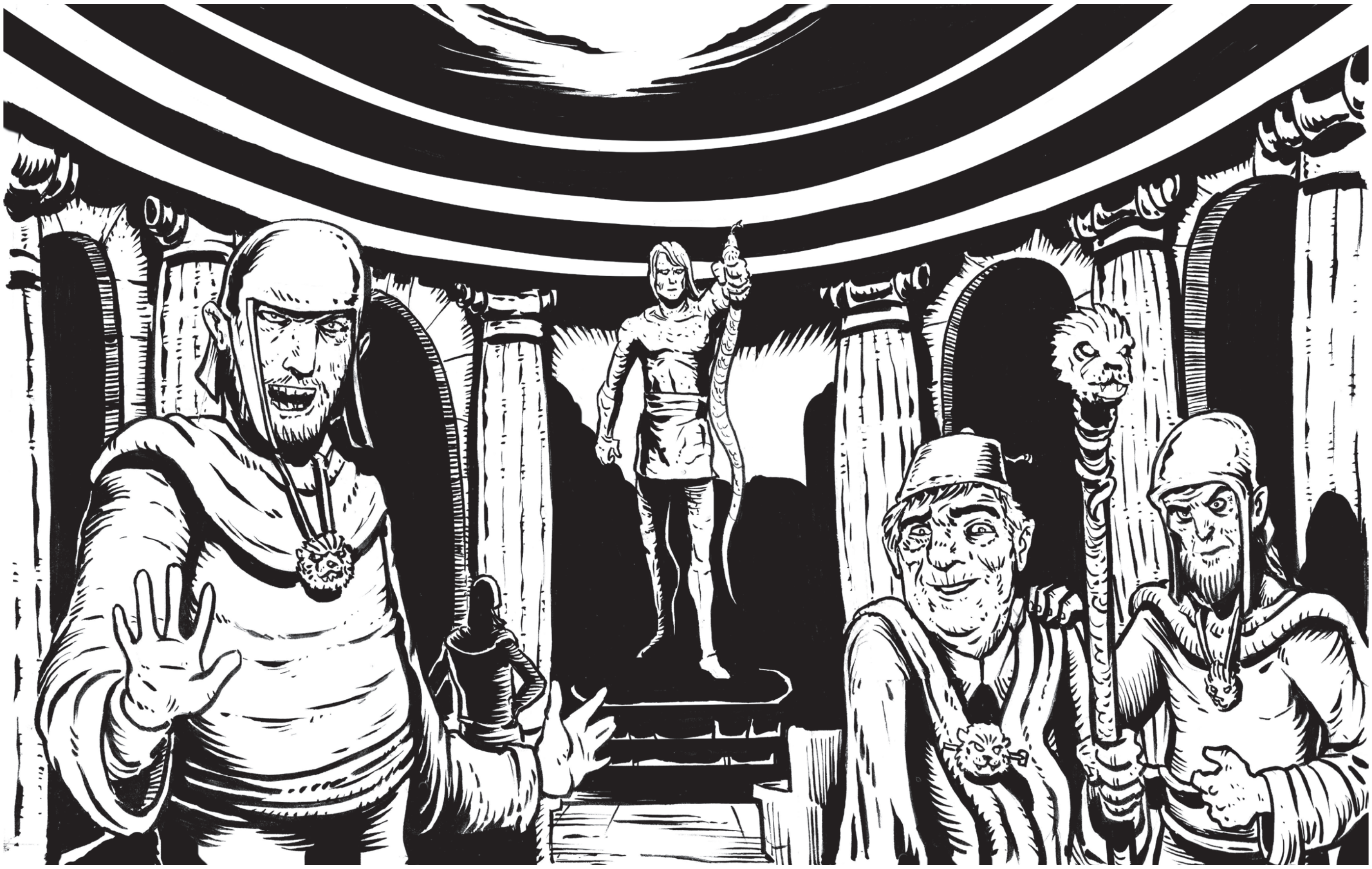
1 square = 10 feet



rigged with a trap, which can be detected with a successful DC 15 Find Trap check. It can be disabled by throwing a hidden catch, but this requires a successful DC 17 Disable Trap check. If triggered, bricks and large rocks cleverly concealed as ornamentation of the ceiling rain down on a 10′ radius. Any creatures in the area of effect suffer 3d10 damage (DC 13 Reflex save for half damage). Cornelius set this trap up long ago, but he has since forgotten about it!

The trap door opens to Dungeon Level 1 (area 1-1). However, it's a 20′ drop to the floor of area 1-1, and there is no ladder or stairs.

Acolytes (4): Init -1; Atk mace +1 melee (1d4); AC 12 (padded); HD 1d8; hp 5 each; MV 30′; Act 1d20; SP charm (1/day), harmful spell (2/day), spellcasting (+1 spell check): Spells (1st) *profane flame* (see Appendix D); SV Fort +1, Ref +0, Will +2; AL C; Crit III/d6.

Charm (1/day): Acolytes can use a simple *charm* once per day that turns any humanoid friendly to their cause for 1d4 hours (DC 11 Will save to resist).

Harmful spell (2/day): Acolytes can also cast minor harmful spells, which typically manifest as sparks of flame, cold rays, or electrical shocks, each of which causes 1d6+1 damage at a range of 50′ (DC 11 Will save for half damage).

Old Cornelius: Init +0; Atk fist +2 melee (1d3-1, subdual); AC 10; HD 3d8; hp 12; MV 30′; Act 1d20; SP cleric abilities ((+3 spell check): *divine aid, lay on hands, turn unholy*), detect Chaos 30′ (2/day), *Mitra's Favor*, sworn against Set, spellcasting (+3 spell check): Spells (1st) *blessing, detect magic, food of the gods, protection from evil, word of command;* (2nd) *cure paralysis, divine symbol, restore vitality*; SV Fort +1, Ref +1, Will +2; AL L; Crit III/d10.

Sworn Against Set: Mitra favors Old Cornelius when battling a creature of Set, gaining a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks while facing such a foe. In addition, he gains a +3 to his armor class. Forces of Set include any clerics devoted to Set, minions of Set, animated statues in the likeness of Set, Lesser or Chosen Sons of Set, giant snakes, and all traps in the Dark Tower itself.

Mitra's Favor (holy relic): INT 15; AL L; Special Purpose: to champion the faith of Mitra; Special Powers: guardian spirit, *protection from evil* (as per spell check result of 14; +1 bonus to saving throws made against evil effects, evil creatures, un-dead, demons, and anything unholy to Mitra. All attacks against the wearer made by creatures evil or unholy to Mitra suffer a -1 penalty).

Guardian spirit: Joined with this ring is the spirit of a **Lion of Mitra** (see Appendix B) named George, Prince of the High Peaks and Champion of the Faith. He tends to be jovial and is often given to singing benign tavern ditties. He was a champion of Law and died heroically two centuries previously at the hands of the nomads, whom he still has a disliking for, and shares that with all who listen to his passionate rants and sermons.

Area V-3 — Grain Merchants Emporium: *This single-story stone building is in good repair. It appears to be a shop of some sort, but the door is closed and the window shuttered. A wooden sign swings in the dry air above the door, depicting a bundle of grain sheaves.*

This shop, which does no business, is a front run by **Hastor**, a cleric of Set (see Appendix C).

Hastor (cleric of Set): Init +0; Atk mace +2 melee (1d6); AC 10; HD 3d8+3; hp 25; MV 30'; Act 1d20; Occupation: merchant; Languages: Common, Chaos, Demonic; SP cleric abilities ((+3 spell check): *cause harm, divine aid, lay on hands, turn unholy*), sworn against Mitra; spellcasting (+3 spell check): Spells (1st) *blessing, detect magic, profane flame* (see Appendix D), *serpent missile* (see Appendix D), *word of command;* (2nd) *curse, lotus stare, neutralize poison or disease;* SV Fort +1, Ref +1, Will +2; AL C; Crit III/d10.

Cause harm: A cleric of Set may inflict damage in a similar fashion to that of *lay on hands.*

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1 die	1 die	2 dice
14-19	1 die	2 dice	3 dice
20-21	2 dice	3 dice	4 dice
22+	3 dice	4 dice	5 dice

Sworn Against Mitra: A cleric of Set is sworn to defeat the minions of Mitra. When battling the forces of Mitra, the cleric gains a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks as well as a +3 AC bonus versus attacks by Mitra's minions. The forces of Mitra include any clerics devoted to Mitra, enemies prominently using a *Mitraic relic*, lions and lion-like creatures, commoners, and all traps in the White Tower of Mitra itself.

The front room is a showroom dominated by a wooden counter. The room is unusually clean and a successful DC 12 Intelligence check reveals the room is unused. Behind the counter is a log book, filled with grain transactions. Following 10 minutes of examination, two facts are revealed: all transactions occur with the same five purchasers in a recurring pattern. All of the transactions involve several tons of grain, but the prices seem inconsistent.

Treasure. The back room is an apartment with a single bed, a table and two chairs, a hearth, and a locked chest (Hastor has the key). The lock can be picked with a successful DC 15 Pick Lock check. Inside the chest are several prayer books to Set, a pouch of incense blocks, and several strings of prayer beads.

Area V-4 — Smithy & Armory: *This squat stone building is in good repair with a slate roof. An oversized chimney belches a constant cloud of dark smoke. Affixed to a shield-shaped wooden sign with crooked nails are a hammer crossed with a pair of long-handled tongs.*

This building serves as a forge for the village. The front of the building is dominated by a forge, a stone table with an anvil and numerous racks holding an array of well-used tools. A finely crafted two-handed sword hangs over the forge, within easy reach of the smith. A stone door in the rear of the workshop leads to a cramped apartment.

This shop is run by **Ollem Hairy-Arms** (see Appendix C). He is assisted by two male smithy apprentices. These two strapping lads have clubs stashed nearby as their weapons.

Ollem specializes in crafting half plate and full plate armors and prefers to forge heavy weapons (the bigger the better!). All armor for sale in his shop is of a style that was popular 300 years ago. They are obviously archaic looking, but function as normal. The following items are available for sale:

Item	# Available	Price
Half Plate Armor	1	650 gp
Full Plate Armor	1	1,400 gp
Two-handed sword	3	20 gp
Battleaxe	1	10 gp
Mace-axe (see Appendix D)	1	30 gp
Polearm	2	10 gp

Treasure. Hidden under his bed in his apartment is an unlocked cash box that holds 50 sp.

Ollem Hairy-Arms (human form): Init +2; Atk two-handed sword +9 melee (1d10+3); AC 12; HD 6d10+12; hp 45; MV 30'; Act 2d20; SP backstab (+8), werecreature traits; SV Fort +2, Ref +2, Will +1; AL C; Crit 19-20 V/d30.

Trigger (fear): Werebears are triggered by fear in their human form. The transformation negates any fear effects, as their animal and hybrid forms are immune to fear.

Ollem Hairy-Arms (hybrid form): Init +2; Atk slam +9 melee (1d6+3 plus bear hug) or bite +9 melee (1d10+1 plus lycanthropy (see Appendix D) (DC 12 Fort save negates)) or claw +9 melee (2d4+3) or two-handed sword +9 melee (1d10+3); AC 11; HD 6d10+12; hp 45; MV 30', climb 30'; Act 3d20; SP werecreature traits, infravision 60', immune to fear, rend; SV Fort +2, Ref +2, Will +1; AL C; Crit 19-20 V/d30.

Rend: When a werebear in hybrid form scores 2 successful claw attacks in a single round, it immediately rends the target, critically hitting and doing an additional 1d12 damage atop the critical result.

Ollem Hairy-Arms (brown bear form): Init +2; slam +9 melee (1d6+3 plus bear hug), bite +9 melee (1d10+1 plus lycanthropy (see Appendix D), (DC 12 Fort save negates)) or claw +9 melee (2d4+3); AC 11; HD 6d10+12; hp 45; MV 30', climb 30'; Act 3d20; SP werecreature traits, immune to fear, infravision 60', bear hug; SV Fort +2, Ref +2, Will +1; AL C; Crit 19-20 M/d12.

Bear hug: While in their bear form, the werebear grasps its enemy in a mighty bear hug to hold its prey firmly in place while it ravages it with its fangs. If the werebear lands a slam successfully, its opponent must succeed in an opposed Strength check against the bear's Strength (modify the werebear's roll by their damage bonus). Failure means they have been trapped in a bear hug. Each round thereafter, the werebear automatically inflicts another 1d6+6 damage with its massive fangs. The victim can attempt to escape each round with another opposed Strength check on his action.

Regeneration: While in their animal form, werecreatures heal 1 HD/round. In their hybrid form, they heal 2 HD/round.

Resistance to non-magical weapons: Werecreatures suffer half damage from non-magical weapons.

Shapeshift: Werecreatures may shift into any of their three forms at will. It takes a full round to complete the transformation.

Vulnerable: Werecreatures suffer double damage from silver weapons They are unable to regenerate such damage, requiring it to heal naturally.

Werecreature traits: Shapeshift, regeneration, resistance to non-magical weapons, trigger, vulnerable to silver.

Smithy apprentices (2): Init +0; Atk club +2 melee (1d4+2); AC 12; HD 1d8; hp 5 each; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL C; Crit III/d6.

Area V-5 — The Manor House of Avvakris: *A 20' high stone wall of tight-fitting blocks surrounds a two-story manor house. A closed pair of metal reinforced dark wood doors block entrance to the courtyard beyond.*

This is the home of the town's "leading citizen", **Avvakris the Merchant Baron** (see Appendix C) and high priest of Set. Avvakris himself is a portly man of sour disposition with greasy brown hair held at bay with a fine hat. His facial features are pudgy, he has a wide nose and a poorly trimmed goatee. Under his rich robes he constantly wears a suit of chainmail and always wears *Avvakris' ring* (see Appendix D). Avvakris is always attended by two loyal bodyguards, **Seth the Huge** and **Wormgear Bonegnawer** (see Appendix C) who fight to the death to protect him. Both bodyguards wear black tunics over their chainmail and carry black shields. Delineated on both tunic and shield is the symbol of a coiled and hooded green serpent. **See Player Handout 1.**

Avvakris the Merchant Baron (high priest of Set): Init +0; Atk mace +4 melee (1d6+1); AC 16 (chainmail); HD 5d8; hp 37; MV 25'; Act 1d20; Occupation: merchant; Languages: Common, Chaos, Dwarf, Giant, Goblin, Serpent; SP cleric abilities ((+7 spell check): *cause harm, divine aid, lay on hands, turn unholy*), immune to poison, sworn against Mitra, shapeshift (giant boa constrictor) (3/day), *Avvakris' ring* (see Appendix D), *ring of the snake den* (see Appendix D), spellcasting (+7 spell check): Spells (1st) *animal summoning (snakes), blessing, darkness, detect evil, detect magic, food of the gods, profane flame* (see Appendix D), *serpent missile (see Appendix D), silence, snakeskin* (see Appendix D); (2nd) *binding, curse, neutralize poison or disease, poison touch* (see Appendix D), *snake charm*; (3rd) *mystic serpent* (see Appendix D), *bolt from the blue, speak- with dead*; SV Fort +2, Ref +3, Will +5; AL C; Crit III/d12.

Cause harm: A cleric of Set may inflict damage in a similar fashion to that of *lay on hands.*

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1 die	1 die	2 dice
14-19	1 die	2 dice	3 dice
20-21	2 dice	3 dice	4 dice
22+	3 dice	4 dice	5 dice

Divine Aid: Avvakris can use an action to call on Set to intervene on his behalf in a time of great need. On a *divine aid* spell check Set intervenes on a DC 15 or more. The judge decides what the aid entails, but it should be equivalent to any cleric spell. If this is used in the Dark Tower or the surrounding dungeons, Set intervenes on a DC 10 or more.

Sworn Against Mitra: A cleric of Set is sworn to defeat the minions of Mitra. When battling the forces of Mitra, the cleric gains a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks as well as a +3 AC bonus versus attacks by Mitra's minions. The forces of Mitra include any clerics devoted to Mitra, enemies prominently using a *Mitraic relic*, lions and lion-like creatures, commoners, and all traps in the White Tower of Mitra itself.

Avvakris (boa constrictor, giant, high priest of Set): Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 7d8; hp 45; MV 30'; Act 1d20; SP immune to poison, constriction 1d6, sworn against Mitra, shapeshift (human) (3/day); SV Fort +6, Ref +3, Will +5; AL C; Crit M/d12.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Seth the Huge: Init +2; Atk longsword +5 melee (1d8+2); AC 16 (chainmail & shield); HD 3d12; hp 34; MV 25′; Act 1d20; SV Fort +1, Ref +4, Will -1; AL C; Crit IV/d16.

Wormgear Bonegnawer (warrior): Init +3; Atk longsword +2+deed die melee (1d8+2+deed die); AC 16 (chainmail & shield); HD 3d12+6; hp 42; MV 25′; Act 1d20; SP Mighty Deed of Arms, deed die (+d5); SV Fort +3, Ref +3, Will +2; AL C; Crit 19-20 IV/d16.

Avvakris moves about the village during the day. Use the table below to determine his location at any given time. If he is at the manor house, there is a 50% chance he is in his living chamber (area C or D). Otherwise, he is in his bedchamber (area F). At night, he can be found in his bedchamber 100% of the time. While in his bedchamber, there is a further 40% chance he is "entertaining" a lady.

d10 Roll	Avvakris' Location	Area Key
1-2	Lower Temple	Area 2-13
3	Upper Temple	Area 1-22
4	Overlord's Inn	Area V-7
5	Constabulary	Area V-10
6	Unknown Location in Dungeon	Level 3 or 4
7-10	Manor House	Area V-5

Avvakris' ring: The ring appears to be a piece of a green emerald carved in the form of a hooded serpent. The ring's non-magic value is 1,000 gp. The chaotic ring grants its wearer *protection from good* (+1 to saving throws made against Lawful effects) and serves as a pass key to many of the guardian creatures and several traps in the dungeon. If worn by a non-chaotic creature, the ring inflicts a moderate curse. The wearer suffers a -2 Luck penalty and is drained of 1 hit point every turn. This loss cannot be healed while the curse is in effect. The ring can only be removed after the successful casting of a *remove curse* spell (either allowing for a successful DC 22 Will save or achieving a spell check result of 27+).

KEY TO THE MANOR HOUSE AND GROUNDS (MAP 2)

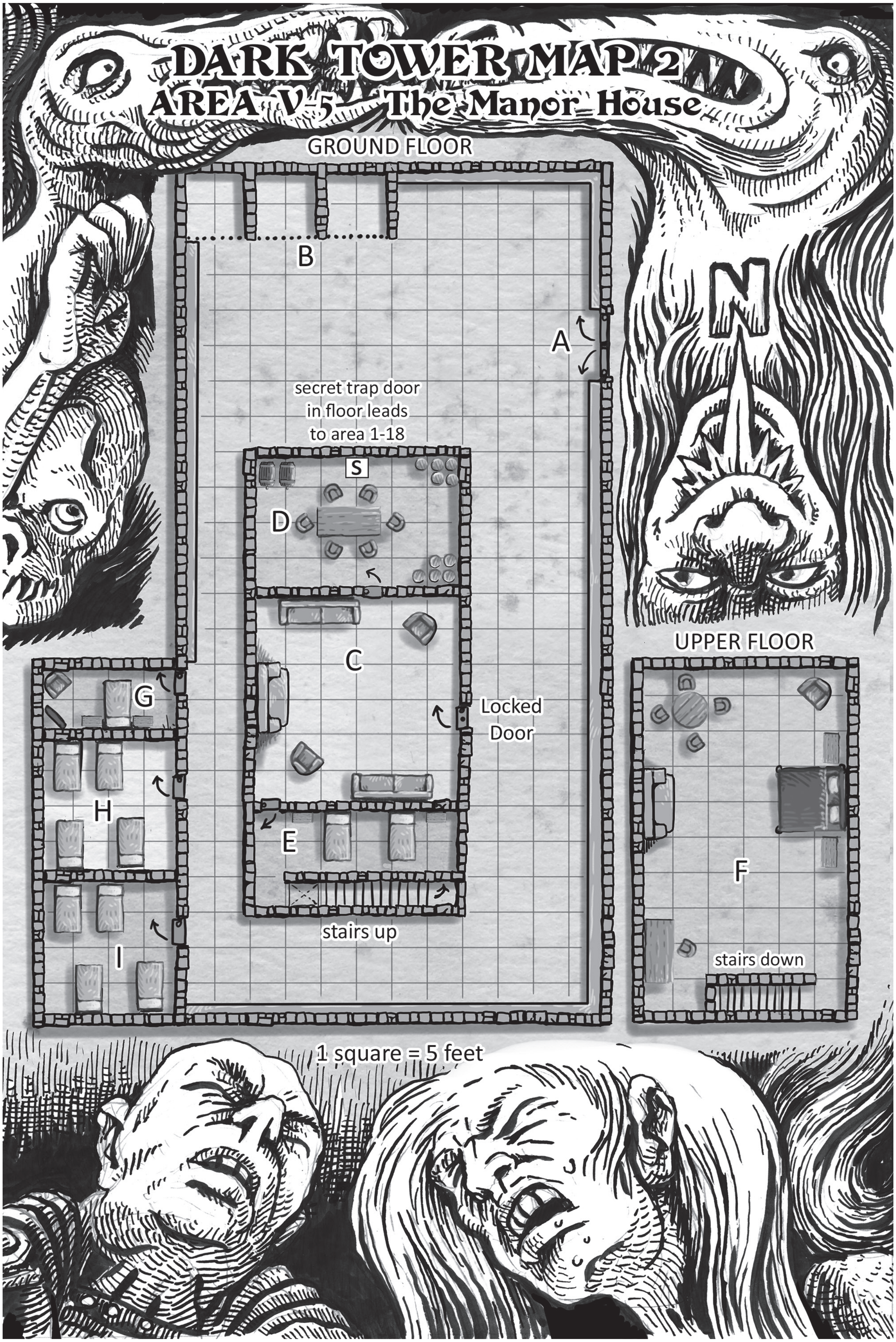
A — Grounds: The manor is surrounded by a 20-foot-tall stone wall, which is 3 feet thick. Climbing the wall requires a successful DC 12 Climb Sheer Surfaces check. Two stout wooden doors provide access to the courtyard. They are locked and barred at all times (Avvakris and the leaders of the patrols have keys). The locks can be picked with a successful DC 13 Pick Lock check.

The grounds themselves offer no cover and are lit at night by lanterns placed every 10′ along the inner wall. The grounds are patrolled at all times by a group of three patrolmen. There are four such patrols, but only one is on duty at any given time. The other three are off-duty. One off-duty patrol can be found at the Overlord's Inn (V-7). If Patrol #2 is on duty, then Patrol #1 is at the Overlord's Inn and so on. The two other off-duty patrols are performing various activities (eating, sleeping, gambling) in areas H and I, although during the day, there is a further 30% chance one patrol is out training (see wandering monsters, above) beyond the village.

Each patrol consists of two **patrolmen** and one **mercenary** (see Appendix B) that leads the squad. Each patrolman carries a flask of oil to refill the lanterns at night.

Patrolman (2): Init +4; Atk longsword +4 melee (1d8+2) or mace +4 melee (1d6+2) or crossbow +5 missile fire (1d6); AC 14 (scalemail); HD 2d8; hp 10 each; MV 20′; Act 1d20; SV Fort +3, Ref +3, Will +1; AL C; Crit III/d8.

Mercenary: Init +4; Atk polearm +4 melee (1d12+2) or dagger +4 melee (1d4+2) or +4 missile fire (1d4); AC 15 (studded leather & shield); HD 2d8+6; hp 15; MV 30′; SP skilled combatant (reroll 1s on damage rolls); Act 1d20; SV Fort +3, Ref +4, Will +1; AL C; Crit 19-20 III/d8.


DARK TOWER MAP 2
AREA V-5 The Manor House
GROUND FLOOR
B
N
A
secret trap door in floor leads to area 1-18
S
D
C
Locked Door
UPPER FLOOR
G
H
E
F
I
stairs up
stairs down
1 square = 5 feet

Patrol	On Duty	Description
1	12 am – 6 am	A) Mercenary B) Patrolman with longsword and crossbow C) Patrolman with longsword and crossbow
2	6 am – 12 pm	A) Mercenary B) Patrolman with longsword and crossbow C) Patrolman with longsword and crossbow
3	12 pm – 6 pm	A) Mercenary B) Patrolman with mace and crossbow C) Patrolman with mace and crossbow
4	6 pm – 12 am	A) Mercenary B) Patrolman with mace and crossbow C) Patrolman with longsword and crossbow

B — Kennels: These three kennels are used to stable six **war dogs**. Three of these war dogs are on guard with one of the patrols at all times.

War Dog (3): Init +2; Atk bite +2 melee (1d3); AC 12 (leather barding); HD 1d8; hp 7 each; MV 40′; Act 1d20; SV Fort +3, Ref +2, Will +1; AL L; Crit M/d6.

C — Entrance: The front door to the manor house is locked (Avvakris and the patrol leaders have the keys). The lock is particularly difficult to pick, requiring a successful DC 20 Pick Lock check. The interior of the house is well-furnished to the point of extravagance. Two plush divans with blue fabric are here, along with a pair of matching upholstered chairs. A red stone hearth and polished oak mantle is centered on the west wall. On the mantle are numerous metal figurines depicting various nobles (worthless).

D — Meeting Room: This room is used as a meeting chamber when Avvakris needs to conduct business at the manor. The room is dominated by a stone table and six chairs. In two corners of the room are stacks of small casks. Each cask holds about 5 gallons of oil (used for the lanterns in the courtyard), with seven casks in one corner and nine in the opposite corner.

There is a secret trap door in the floor along the north wall, located under a side table. It takes a successful DC 15 Intelligence check to locate the door. Once the table is moved, it can be opened, revealing a set of stone steps descending 10′ to area 1-18.

Each cask of oil is worth 4 gp. A silver candelabrum (worth 100 gp) rests on the table. The chest is locked (Avvakris has the only key), but it can be picked with a successful DC 15 Pick Lock check. Inside are a few cloaks and a gem-encrusted book, the *Tome of the Word and Law of Mitra* (worth 2,000 gp). The tome was one of the original relics of the shrine (area V-2) and would be very valuable to a worshiper of Mitra.

E — Bodyguard Quarters: Avvakris' bodyguards take rest in this chamber. There are two simple beds and matching footlockers. Each footlocker is unlocked and contains various personal effects (changes of clothes, a whetstone, a set of loaded dice, etc.).

A wooden staircase leads upstairs. But the steps are trapped. Avvakris and his bodyguards all know how to avoid the trap. Stepping on the top step collapses the steps into a steep slide. The trap can be detected with a successful DC 15 Find Trap check. It can be easily avoided, or simply disabled (jamming the trigger step) with a successful DC 15 Disable Trap check. Failure triggers the trap. If triggered, any creatures standing on the steps must make a successful DC 13 Reflex save or slide to the base of the stairs. At the base of the steps is now an unlocked pit trap. It's only unlocked if the trap is triggered. The pit can be located with a successful DC 13 Find Trap check. If the pit trap is located, thieves receive a +2 bonus on the check to discover the trigger. Although difficult, this pit trap can be disabled with a successful DC 20 Disable Trap check.

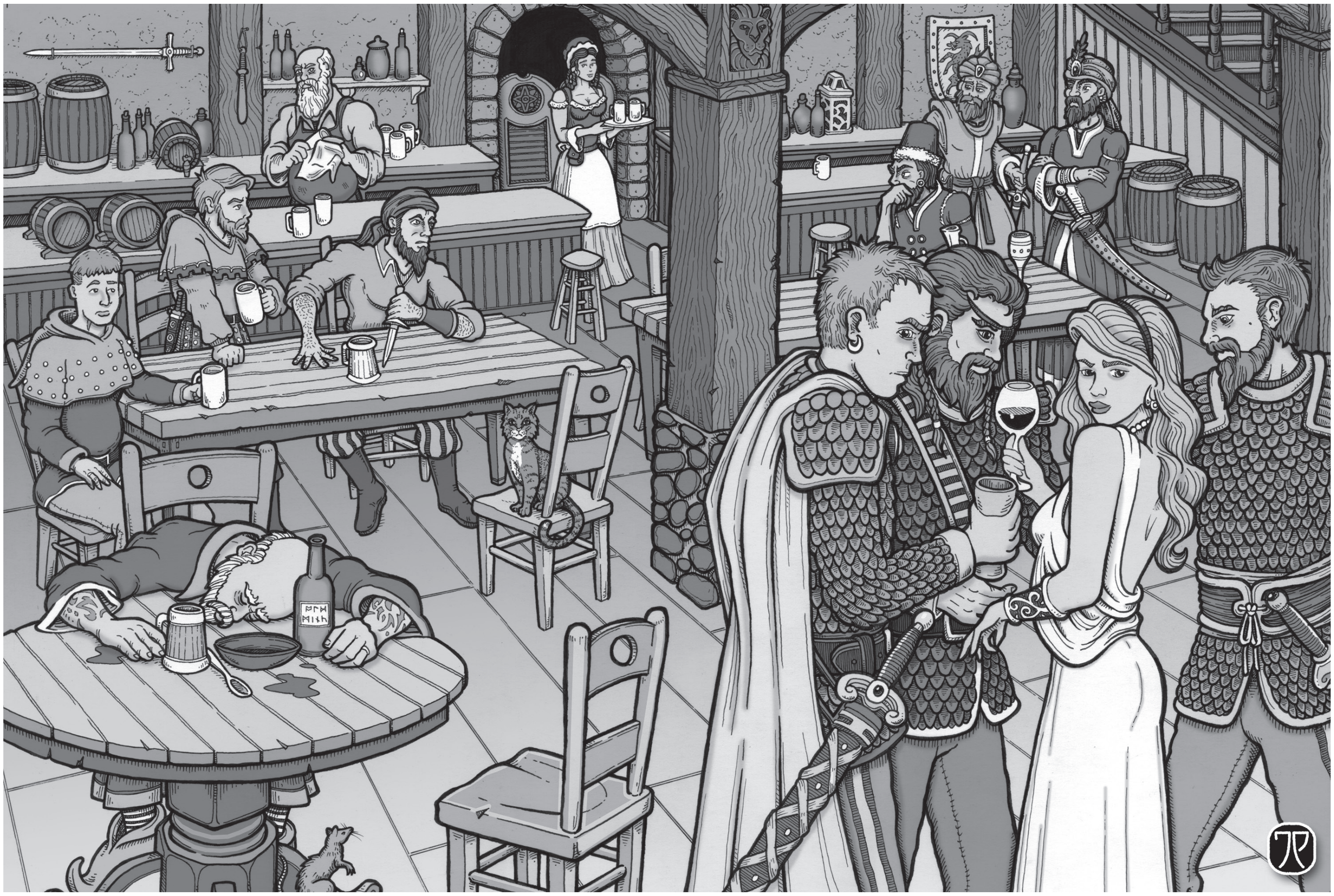
A sliding target has one more chance to grab onto the edge of the pit with a successful DC 15 Reflex save, before falling in. Failure on this save indicates a fall of 25′, onto a pile of refuse. The fall only causes 1d6 damage, but the target lands prone. However, a **primeval slime** inhabits the refuse pile and wastes no time attacking! There is a 20% chance a single target falls on top of the primeval slime, taking an additional 1d6 acid damage.

The refuse pit room is 15′ square (not depicted on the map). There is a 5′-wide shaft from this room that leads to area 1-42. It requires a successful DC 7 Climb Sheer Surfaces check to negotiate this shaft. Failure indicates a fall and 2d6 damage.

Primeval slime (4 x 5′ square): Init (always last); Atk pseudopod +4 melee (1d4+1d6 acid); AC 10; HD 4d8; hp 18; MV 5′, climb 5′; Act 4d20; SP acidic touch, half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL N; Crit M/d10.

Acidic touch: Pseudopods do an additional 1d6 damage. Additionally, any creature that steps on the slime suffers 1d6 damage. The slime will attempt to move over adjacent targets and engulf them. Targets engulfed suffer 1d6 damage and cannot escape or take any action without making an opposed Strength check against the slime (treat the slime as Str 20 (+4)).

F — Avvakris' Quarters: This is Avvakris' bed chamber. A massive bed with a feather-stuffed mattress is along



the east wall flanked by wooden end tables. A table and four chairs are in the northwest corner of the room, with an upholstered chair in the northeast corner. A stone hearth is centered on the west wall. Tucked into the southwest corner of the room is a wooden desk and chair. The surface of the desk is covered with various documents of no importance that bear wax seals with the impression of *Avvakris' ring* upon them. **See Player Handout 2.** This symbol and seal are important later on in the adventure as a sort of passkey to various dungeon inhabitants.

There is a 100% chance this chamber is occupied by Avvakris latest concubine, a comely female human peasant. She has hidden a dagger and a vial of serpent venom under the pillow (unaware that Avvakris is immune to poison damage). Note: If her body has not already been discovered in area 1-5 of the dungeon, his latest concubine is **Skilvashara**, a beautiful human woman with long dark hair.

Skilvashara (peasant): Init -2; Atk dagger -1 melee (1d4-1 plus 2d8 poison (DC 10 Fort save for half damage)); AC 9; HD 1d4; hp 3; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL N; Crit III/d4.

There is an unlocked chest hidden under the bed (easily found if searched) that contains 1,000 sp, 400 cp and 10 gp.

G — Small Apartment: This small apartment belongs to **Inchana**, a female human peasant. She tends to the manor house guards' needs and cooks meals. She has long flowing blonde hair, and appears to be about 35 years old, although her true age is closer to 50. She carries a concealed dagger at all times. The room contains a single bed, a comfortable chair, a changing screen, and plenty of dresses.

Inchana (peasant): Init -2; Atk dagger +2 melee (1d4) or +2 missile fire (1d4); AC 9; HD 1d4; hp 4; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL C, Crit III/d4.

H — Patrol Barracks: This room serves as a barracks for Patrols #1 and #2. Along the south wall are two sets of bunk beds (for the patrolmen) while the north wall has two slightly larger and more comfortable beds for the leaders. Along the east wall are racks for weapon storage and posts to hang armor. Along the west wall are six storage chests.

The storage chests contain extra sets of clothing, personal effects (grooming items, games of chance, etc.). Each also contains a random assortment of coins: 3d20 cp, 2d10 sp. Leader chests (there are two) also have 2d4 gp.

I — Patrol Barracks: This room serves as a barracks for Patrols #3 and #4. Along the south wall are two sets of bunk beds (for the patrolmen) while the north wall has two slightly larger and more comfortable beds for the leaders.

Along the east wall are racks for weapon storage and posts to hang armor. Along the west wall are six storage chests.

The storage chests contain extra sets of clothing, personal effects (grooming items, games of chance, etc.). Each also contains a random assortment of coins: 3d20 cp, 2d10 sp. Leader chests (there are two) also have 2d4 gp.

Area V-6 — Avvakris' Trade Monopoly: *This stone building has a flat roof and is attached to a larger two-story structure that appears to be an inn. A prominent sign out front depicts an array of mundane supplies, so this appears to be a general store. The faint stench of animals pervades the building, as the rear of the shop appears to be a stable.*

This is the only general merchants supply house in the pass or for many miles around. It is stocked by the occasional caravans that come through, but since demand is low it is rarely depleted of merchandise. Goods for sale are often exotic or archaic in nature, but usable. Two large tables hold assorted goods, while the walls are covered with shelves. A wooden counter is serviced by the proprietor.

Adventuring gear, tools and mundane supplies are generally available. There is a 20% chance a particular item is out of stock. Prices are 30% to 40% less than those listed in the DCC RPG core rulebook. Livestock, maintained in the stable out back (shared with the Overlord's Inn, area V-7A), are also available with a 40% chance of availability of any given animal.

The monopoly is run by Avvakris' son, **Aphris** (See Appendix C), also cleric of Set.

Aphris (cleric of Set): Init +0; Atk mace +2 melee (1d6); AC 19; HD 3d8+3; hp 23; MV 30'; Act 1d20; Occupation: merchant; Languages: Common, Chaos; SP clerical abilities ((+2 spell check): *cause harm, divine aid, lay on hands, turn unholy*), immune to poison, sworn against Mitra, shapeshift (giant boa constrictor) (3/day), scales (+3 AC); spellcasting (+2 spell check): Spells (1st) *blessing, darkness, paralysis, putrefy food and drink, silence*; (2nd) *binding, curse, snake charm* (see Appendix D); SV Fort +2, Ref +2, Will +1; AL C; Crit III/d10.

Cause harm: A cleric of Set may inflict damage in a similar fashion to that of *lay on hands.*

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1 die	1 die	2 dice
14-19	1 die	2 dice	3 dice
20-21	2 dice	3 dice	4 dice
22+	3 dice	4 dice	5 dice

Sworn Against Mitra: A cleric of Set is sworn to defeat the minions of Mitra. When battling the forces of Mitra, the cleric gains a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks as well as a +3 AC bonus versus attacks by Mitra's minions. The forces of Mitra include any clerics devoted to Mitra, enemies prominently using a *Mitraic relic*, lions and lion-like creatures, commoners, and all traps in the White Tower of Mitra itself.

Aphris (boa constrictor, giant): Init +4; Atk bite +10 melee (1d6 plus constriction); AC 18; HD 5d8+5; hp 35; MV 30'; Act 1d20; SP immune to poison, constriction 1d6, sworn against Mitra, shapeshift (human) (3/day); SV Fort +6, Ref +3, Will +1; AL C; Crit M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

In the locked box (Aphris has the only key) beneath the counter is the petty cash. The lock can be opened with a successful DC 15 Pick Lock check. The box can also be pried open with a flat object (like a dagger blade) and a successful DC 12 Strength check. Inside are 70 cp, 46 sp, and 10 gp.

Area V-7 — The Overlord's Inn: *By far the largest in the sleepy village, this two-story building is composed of cemented field stone and has a slate roof. A blue painted sign displays a metal mailed gauntlet holding a frothy earthen tankard. Above the image are the words, "The Overlord's Inn".*

This is the only inn in town. For prices and a list of provisions available here, consult **Player Handout 3**. The prices, in general, are inflated for travelers, but residents only pay half. For prices on renting rooms, see the room key, below.

YOU ARE GETTING SLEEPY

Any drinks served to characters at night are laced with a powerful sleep poison. The target must make a DC 12 Fortitude save at the end of the evening or fall into a deep sleep 1d4+1 hours later. For each drink consumed past the first, increase the DC by 1. If six or more drinks are consumed, the save is made at a -1d penalty. Failure indicates the target is unconscious for 1d6+6 hours. Success indicates a state of grogginess (-1d to attacks, skill checks, spell casting, Will saves, and Reflex saves) for 1d6+2 hours.

KEY TO THE OVERLORD'S INN (MAP 3)

A — Stables: Along the north side of the building is a smelly stable shared by the Trade Monopoly (see area A-6) and the inn. In addition to a random assortment of livestock maintained by the Trade Monopoly, any travelers using the inn can board horses here for 8 sp per day. A pair of **stablehands** tends to the horses. **Beldar the Sodden** (see Appendix C) sleeps in the hayloft each night, with Melkor's permission.

There is a hidden trapdoor under a pile of straw in the easternmost stall. It can be located with a successful DC 10 Intelligence check (noticing the pile of straw here is much deeper than the other stalls), or simply by sweeping the straw away. It is unlocked and conceals a sloping passage that leads to Dungeon Level 1 (area 1-13). Beldar and Rufo are aware of this entrance to the dungeons.

Stablehand (2) (peasants): Init -2; Atk pitchfork -1 melee (1d10-1); AC 9; HD 1d4; hp 3 each; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL varies; Crit III/d4.

Beldar the Sodden (wizard): Init +0; Atk verdigrised bronze dagger +1 melee (1d4) or +1 missile fire (1d4); AC 10; HD 3d4; hp 11; MV 30'; Act 1d20; Languages: Common, Dwarf, Elf; SP spellcasting (+5 spell check): Spells (1st) *cantrip*; SV Fort +1, Ref +1, Will +2; AL N; Crit I/d8.

If present, the Caravan of Mumchandar (see above) care and feed for their horses in their camp to the north of the village.

B — Common Room: This is the common room of the inn. Two hearths keep the room warm and provide illumination along with several lanterns hanging from the rafters. There are four round tables and two rectangular tables with benches, along with a semi-private table in the corner. The back of the room has a polished wooden bar with room for 10 stools. A swinging door leads to the kitchen (area V-7C) and a locked door (Melkor has the only key) leads to his private chamber (area V-7D).

Melkor Stoneteeth (see Appendix C) is the bartender and owner of the inn. He is always present. Melkor keeps a dagger hidden in his boot, and a club within easy reach behind the bar.

Melkor Stoneteeth: Init +2; Atk dagger +3 melee (1d4+3) or +3 missile fire (1d4) or club +3 melee (1d4+3); AC 13 (padded); HD 3d12+9; hp 30; MV 30'; Act 1d20; SV Fort +6, Ref +2, Will +1; AL L; Crit 19-20 III/d8.

Occupants of the Common Room. This place is bustling with activity, especially at night. The following patrons can possibly be found here.

- **Bandits:** At night, there is a 90% chance that 1d4+6 **bandits** (area V-12 to V-16) are present. They are armed only with concealed daggers. During the day, there is only a 40% chance these bandits are here.

- **Manor Patrol:** There is a 100% chance an off-duty manor patrol (see area V-5 for details and to randomly determine which group) is present.

- **Merth's Henchmen:** There is a 100% chance that 1d2 of Merth's henchmen (area V-10 for details) are present at night. During the day, this chance is only 20%.

- **Avvakris:** There is a 10% (day or night) chance that **Avvakris** (area V-5) himself is here along with two of his random bodyguards.

- **Beldar the Sodden:** There is a 100% chance **Beldar** (area V-7A) is found here, drunk.

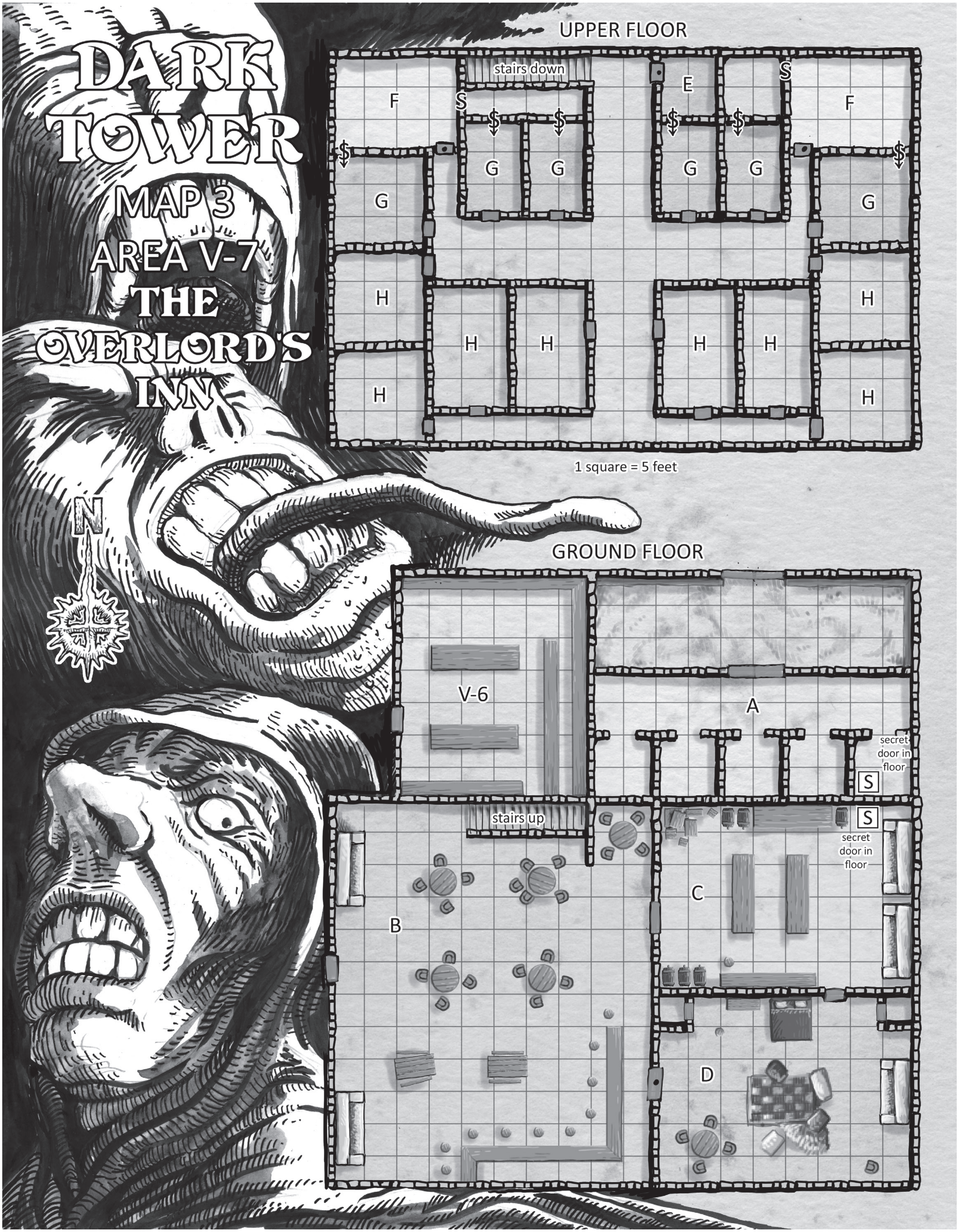
- **Rufo the Ugly:** There is a 100% chance **Rufo** (area V-9) is here since he is Melkor's servant. He takes a keen interest in the characters and seeks to interact with them.

- **Malicia:** There is a 70% chance the **succubus**, **Malicia** (area 3-22) is sitting in a dark corner of the common room shape changed into a beautiful human woman of loose morals. She attempts to *charm* a character to lure the victim to an upstairs room (area V-7F). By arrangement with Avvakris and Set, she may "sample" the lifeforce from a victim via her kiss, but she must turn them over to the temple of Set for sacrifice. As a servant of Set, she can summon 1d3 **minions of Set** (see Appendix B). If threatened, she uses an action to become ethereal to escape to her lair (area 3-22) on Dungeon Level 3. If physically threatened, she summons minions of Set to cover her escape. Malicia is able to sense when her lair has been invaded and she returns there immediately (via etherealness) to confront the interlopers.

- **Mumchandar's Caravan.** If they are not already captured, there are 2d6 members of Mumchandar's caravan here. Some of the personalities (1d3) listed will be present, but not the caravan's leader, Moram.

If any nosey questions are asked of the locals, those persons clam up and refuse to discuss anything of interest to adventurers, even going so far as to ignore any strangers in the room. The locals also try to prevent prolonged interactions with Beldar and Rufo.

The cash box under the bar contains 80 cp, 29 sp, 40 gp.


DARK TOWER
MAP 3
AREA V-7
THE OVERLORD'S INN
N
UPPER FLOOR
stairs down
S
E
S
F
F
G
G
G
G
G
G
G
H
H
H
H
H
H
H
H
H
1 square = 5 feet
GROUND FLOOR
V-6
A
secret door in floor
S
stairs up
S
secret door in floor
B
C
D

C — Kitchen: This is the inn's kitchen. It is staffed by 1d4 villagers (male and female human peasants) from the afternoon through the later evening. There are two free standing prep tables and two counters along the walls. A pair of hearths are available to heat and prepare food.

There is a concealed trapdoor in the floor in the northwest corner of the room. This can be found with a successful DC 13 Intelligence check, and it leads to a set of stone steps that descend to Dungeon Level 1 (area 1-21).

Kitchen staff (1d4) (peasant): Init -2; Atk meat cleaver -1 melee (1d5-1); AC 9; HD 1d4; hp 3 each; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL N; Crit III/d4.

D — Melkor's Room: The door to this room is typically locked. It can be picked with a successful DC 14 Pick Lock check. This large room belongs to Melkor. It features a massive bed, a table and four chairs, and an upholstered easy chair near a hearth. There are two closets containing extra clothes and mundane personal effects. A door in the north wall leads to the kitchen (area V-7C).

E — Storage Closet: This storage closet is always locked (Melkor has the key). It can be picked with a successful DC 17 Pick Lock check. Shelves are built into the north and east walls holding a variety of bed linens. Along the south wall is a secret door that can be located with a successful DC 15 Intelligence check. This door is also locked (again, Melkor has the key), which needs to be unlocked before the door can be opened. A successful DC 17 Pick Lock check is required to unlock the door. Melkor and the bandits use this secret door to access the attached area G, to kidnap travelers (usually already poisoned asleep) for the sacrificial altars of Set down below.

F — Lavish Rooms: There are two of these larger rooms, which are never rented to travelers. The doors to these rooms are locked (Melkor and Malicia each have keys). Both of these oversized rooms feature plush carpets, a sitting area with a simple table and several chairs, and an oversized bed with a feather-stuffed mattress. Each of these rooms has two secret doors, used to capture targets assigned to one of the adjoining rooms (area V-7G). These secret doors can be located with a successful DC 13 Intelligence check.

The west chamber smells faintly of perfume and contains many changes of feminine clothing, along with a changing screen and silk sheets on the bed (worth 75 gp). Three bottles of high-quality wine (each worth 20 gp) and a few glasses are on the table. This room is typically used by Malicia to lure unsuspecting victims into her clutches. Malicia is aware of all the secret doors.

G — Cheap Rooms: There are six of these rooms each available to rent for 1 gp per night. Each room is plain with two simple beds, a matching footlocker and a small desk. Melkor assigns these rooms to targets marked for kidnapping. Each has a secret door that can be discovered with a successful DC 18 Intelligence check. Each door features a one-way lock, preventing opening from the opposite side. This locking mechanism can be discovered with a successful DC 13 Find Trap check and disabled with a successful DC 15 Disarm Trap check.

H — Large Rooms: There are eight of these larger rooms, available to rent for 2 gp per night. Each contains four simple beds and matching footlockers, but little else in the way of features.

Area V-8 — The Wine Merchant: *This stone building has two units. The northern unit is abandoned and boarded up with thick oak planks nailed over the windows and the single door. The shale roof is sagging in places.*

The northern unit was formerly the wine shop\ of **Shamling** (area 1-29), but it has not been used in decades. Thus, it has been repurposed as a storage shed for medium value items procured from kidnapped victims. The items here are stored until they are sorted and sold to traveling caravans. The rear of the store has a secret door that can be located with a successful DC 17 Intelligence check. With an examination for tracks, a successful trained DC 12 skill check reveals a trodden footpath that leads to the rear of the building. Finding this path grants a +1d bonus to the check to locate the secret door.

The storage shed contains the following items. Most items are worn and in poor condition. For example, the armor and weapons are rusting from the leaking roof.

100+ sets of clothing from various nations and time periods over the last 300 years

- Numerous boots (14 pair), belts (29), packs (17) and saddles (5)
- 50 weapons of various types
    - 3 two-handed swords
    - 28 longswords
    - 11 short swords
    - 2 warhammers
    - 6 khopesh (see Appendix D)
- 20 suits of chainmail
- 2 suits of full plate
- Various ranged weapons (4 handaxes, 34 javelins, 22 daggers, and 9 slings)

- 3 longbows, 7 shortbows, 2 heavy crossbows (see Appendix D), and 7 crossbows
- An open cask holding 144 arrows and 59 crossbow bolts
- 30 shields

If one of these weapons is used and scores a natural 1 to hit, in addition to the fumble result, the weapon is ruined. If a critical hit is scored on a creature wearing one of these suits of armor, the armor loses 1 point of AC. When the armor no longer has an AC bonus, it is destroyed.

Area V-9 — Tailor Shop: *This shop comprises the southern half a stone building. This shop appears disused, but unlike the other unit, it's not boarded up. A battered door provides access, but the peering through the broken window reveals darkness.*

The interior is a single room gutted of all furniture and features, except for a pile of smelly rags that Rufo sleeps on. **Rufo the Ugly** (see Appendix C) lives here, when not performing unsavory tasks for his master.

Rufo the Ugly (thief): Init +1; Atk cane +4 melee (1d4+2, 1d10+2 when backstabbing); AC 12 (padded); HD 4d6+8; hp 26; MV 30′; Act 1d20; SP illiterate, thief skills (backstab +8, sneak silently +9, hide in shadows +8, pick pocket +4, climb sheer surfaces +8, pick lock +8, find trap +6, disable trap +4, forge document +3, disguise self +6, read languages +1, handle poison +8, cast spell from scroll d12-1); SV Fort +4, Ref +3, Will +0; AL C; Crit II/d16.

Area V-10 — The Constabulary: *Built into the side of the hill, this stone building has a front courtyard with a 10′high stone fence. The building is well cared for, and the landscaping is tidy on the approach. There are no windows.*

This building serves as the local emporium of justice. It is run by **Merth, the Sheriff** (see Appendix C).

Merth, the Sheriff (warrior): Init +2; Atk longsword +2+deed die melee (1d8+2+deed die); AC 21 (full plate & shield); HD 5d12+5; hp 60; MV 20′; Act 1d20+1d14; SP Mighty Deed of Arms, deed die (+d7), *phlogistonic mirror* (see Appendix D), *ring of speed* (see Appendix D); SV Fort +3, Ref +4, Will +1; AL L; Crit 18-20 V/d24.

***Phlogistonic mirror*:** This small, enchanted, obsidian mirror must be openly worn to be effective against spells directed at the wearer. Incoming spells are automatically negated, to the maximum of 10 spell levels/day. Spells overcoming that amount succeed as normal. When depleted, the amulet turns milky white until the next sunrise.

***Ring of speed*:** This is a platinum band of simple design. Once per day, the ring may increase the speed of its wearer. This double's the wearer's movement and actions and grants a +2 bonus to AC and Reflex saves. This burst of speed lasts for a number of rounds no greater than a character's Stamina (or NPC's HD) and the wearer may end the effect at any time. Upon deceleration, for each round of increased speed, the wearer loses 1 point of temporary Stamina, with a reduction to 0 being instantly fatal as the wearer falls to dust.

Merth is assisted by six henchmen and is always found with at least two of them. There is a 40% chance he is accompanied by 1d4 more henchmen. Anytime that the gamemaster is required to randomize for an individual henchman, the following chart should be used.

d6 Roll	Henchman Present
1	Hannon Hellriser
2	Gerstead the Grim
3	Bolt of the North Marches
4	Scarvonii the Dark
5	Han Filo
6	Vorgrim Baresarcks

Merth's henchmen are as follows (see Appendix C):

Hannon Hellriser: Init +2; Atk longsword +3 melee (1d8+2); AC 16 (chainmail); HD 2d12; hp 18; MV 25′; Act 1d20; SV Fort +3, Ref +2, Will +0; AL N; Crit 19-20 III/d8.

Gernstead the Grim: Init +2; Atk two-handed sword +4 melee (1d10+2); AC 15 (chainmail); HD 3d12; hp 22; MV 25′; Act 1d20; SV Fort +3, Ref +2, Will +0; AL L; Crit 19-20 III/d8.

Bolt of the North Marches: Init +2; Atk morningstar +3 melee (1d7); AC 16 (chainmail & shield); HD 3d12; hp 20; MV 25′; Act 1d20; SV Fort +4, Ref +2, Will +1; AL N; Crit 19-20 III/d8.

Scarvonii the Dark: Init +2; Atk longsword +4 melee (1d8+2); AC 15 (chainmail); HD 3d12; hp 15; MV 25′; Act 1d20; SV Fort +4, Ref +2, Will +1; AL C; Crit 19-20 III/d8.

Han Filo: Init +2; Atk polearm +5 melee (1d12+4); AC 17 (chainmail); HD 3d12; hp 20; MV 25′; Act 1d20; SV Fort +5, Ref +4, Will +0; AL C; Crit 19-20 III/d8.

Vorgrim Baresarcks: Init +2; Atk battleaxe +4 melee (1d10+3); AC 16 (chainmail); HD 3d12; hp 28; MV 25′; Act 1d20; SV Fort +5, Ref +3, Will +1; AL C; Crit 19-20 III/d8.

KEY TO THE CONSTABULARY

A — Courtyard: A small courtyard is situated in front of the entrance. A ten-foot-high stone wall encircles the courtyard. It can be scaled with a successful DC 15 Strength check. Seven **heavy warhorses** (see Appendix B) are stabled in the courtyard under a wooden lean-to.

Heavy warhorse (7): Init +1; Atk hoof +5 melee (1d6+3);

AC 14; HD 4d8; hp 32 each; MV 60′; Act 2d20; SP quintain trained (rider receives +2 to hit bonus when using a lance); SV Fort +6, Ref +5, Will +6; AL N; Crit M/d10.

B — Courtroom: The first room of the building is a meeting hall of sorts and also doubles as a courtroom. There is a large desk at the front of the room, with several oversized chairs behind it. The rest of the chamber is occupied by four rows of wooden benches.

C — Storage: The largest of the three back rooms serves as a storage area. Shelves and racks cover the walls, in addition to a few large, unlocked storage chests. In addition to general mundane supplies owned by the village (shovels, chains, buckets, and other assorted maintenance supplies), some of the more valuable items salvaged from kidnapped victims are stored here. This includes fine clothes, ornate saddles, and high-quality weapons, with a total value of 600 gp. The following weapons are here:

- 2 longswords
- 3 maces
- 2 scimitars
- 4 polearms
- a two-handed sword with a crimson tourmaline (worth 50 gp) set into its handle.

One of the larger empty storage chests has a false bottom that can be located with a successful DC 10 Intelligence check. The false bottom covers a trapdoor in the floor hiding stone stairs descending to a sub-level of the dungeon. This passage leads to the Tower overlooking the village (area V-11), as well as a route to Level 1 of the dungeon. Note that this is the only entrance to the old garrison tower, as the structure lacks an exterior door.

D — Merth's Room: This chamber is Merth's personal quarters. It has a bed, a desk with a wooden chair and a footlocker. The footlocker contains mundane equipment and personal effects. The desk contains assorted papers pertaining to duty rosters, henchmen payments and mundane village business.

Under the desk on the south wall is a concealed compartment that can be located with a successful DC 13 Intelligence check. Inside is a metal cashbox. The box is unlocked but trapped with a poison needle trap. The poison needle can be detected with a successful DC 15 Find Trap check. The needle can be disabled with a successful DC 17 Disable Trap check by jamming the mech-anism. Failure to find the trap or disable it triggers the trap. The needle causes 1 damage and 1d4 permanent Strength loss (a successful DC 14 Fort save reduces the loss to 1 temporary Strength). Inside the box is 423 cp, 800 sp, 200 gp and two small blue quartz gemstones (worth 10 gp each).

E — Barracks: This small room serves as a barracks for Merth's henchmen. The room is crammed with three bunk beds and matching footlockers.

Area V-11 — The Tower: *This 50′ tall, gray stone tower overlooks the village. There is no exterior entrance, although the walls are riddled with arrow slits in all directions.*

The structure was originally built to protect the developing village of Mitra's Fist but has been in disuse for centuries. The roof has collapsed, as have the previous wooden floors. The ground floor is a mess of wooden debris. Small animals can squeeze through an arrow slit to gain access. The tower can be accessed from the tunnel originating in the constabulary (area V-10C), which leads to a trapdoor on the ground level. Alternatively, a character could scale the tower, requiring a successful DC 13 Climb Sheer Surfaces check, and then climb down the interior wall.

The tower is rarely used these days, but Merth does keep the debris cleared off the trapdoor, just in case. Six **giant rats** nest the wooden debris piles on the ground floor.

Rat, giant (6): Init +4; Atk bite +2 melee (1d4+1 plus disease); AC 13; HD 1d6+2; hp 6 each; MV 30′, climb 20′; Act 1d20; SP disease (DC 7 Fort save or additional 1d6 damage); SV Fort +4, Ref +2, Will -1; AL N; Crit M/d6.

Areas V-12 through V-16 — Abodes of the Brigands: *To the south of the walled manor house is a collection of five hovels. A thin curl of smoke escapes the chimney on each of these modest houses.*

The bandits (see the section **Bandits in the Night**, above) that inhabit the village reside in these modest hovels. Area V-12 is slightly larger than the rest, but all are similarly furnished with bunk beds, a table with several chairs, storage chests (unlocked), and a hearth plus racks and hanging pegs for equipment. Each building contains various foodstuffs for 10 people for a month, 10 flasks worth of oil (in one large cask) and assorted spare armor and weapons: 1d2 suits of chainmail, 1d4+1 suits of leather armor, 1d6 shields, 1d4 shortbows, and crate holding 10d6 arrows.

Currently, **seven bandits** are assigned to the standard buildings (areas V-13 to V-16). The **bandit hero** and the **bandit leader**, along with two favored bandits, occupy the larger building (area V-12). If entered during the day, each hovel contains 1d6+1 bandits resting, sleeping, or gambling. All bandits keep a dagger on their person at all times, and 50% of them are likely to be armed and armored with their regular equipment. In addition, there will be 1d4 female human peasants present in each hovel.

Each hovel contains a random assortment of coins used for gambling, stashed in mattresses, or hidden in the storage chests. Each hovel contains 1d100 cp, 2d20 sp, 2d10 gp. The bandit leader's hovel (area V-12) has double this amount.

Bandit (1d6+1 per standard hovel): Init +2; Atk longsword +2 melee (1d8+1) or dagger +2 melee (1d4+1) or +3 missile fire (1d4) or shortbow +3 missile fire (1d6); AC 15 (chainmail); HD 1d8; hp 5 each; MV 20′; Act 1d20; SV Fort +2, Ref +2, Will +0; AL C; Crit III/d6.

Bandit hero: Init +4; Atk longsword +4 melee (1d8+2) odagger +4 melee (1d4+2) or +5 missile fire (1d4) or shortbow +5 missile fire (1d6); AC 16 (chainmail); HD 2d8; hp 10; MV 20′; Act 1d20; SV Fort +3, Ref +3, Will +1; AL C; Crit III/d8.

Bandit captain: Init +6; Atk longsword +6 melee (1d8+3) or dagger +6 melee (1d4+3) or +7 missile fire (1d4) or shortbow +7 missile fire (1d6); AC 17 (chainmail); HD 3d8; hp 15; MV 20′; Act 2d20; SV Fort +4, Ref +4, Will +2; AL C; Crit III/d8.

Peasant (1d4 per standard hovel, 2d4 for bandit leader hovel): Init -2; Atk club -1 melee (1d4-1); AC 9; HD 1d4; hp 3 each; MV 30′; Act 1d20; SV Fort -1, Ref -2, Will -1; AL C; Crit III/d4.

Area V-17 — The Village Well: *To the north and west of the manor house is a circular stone well, perhaps four feet high with a slate roof cover. A metal crank style pulley system with a wooden bucket attached to a rope sits on the edge.*

The village uses this well as a water supply. It is 10′ in diameter and about 100′ deep to the aquifer.

Climbing down the side of the well requires a successful DC 10 Climb Sheer Surfaces check. Using the rope and pulley system negates the need for check. About 30′ down the shaft is a natural crack in the stone wall of the well that can be easily located. A halfling- or dwarf-sized or smaller creature can squeeze through this crack which eventually opens up to a twisting passage about 3′wide. Eventually this passage leads to area 1-17 of Dungeon Level 1 and is used by **Sinstar the Sly**, in giant rat form, to enter and exit the village.

CHAPTER THREE

DUNGEON LEVEL 1

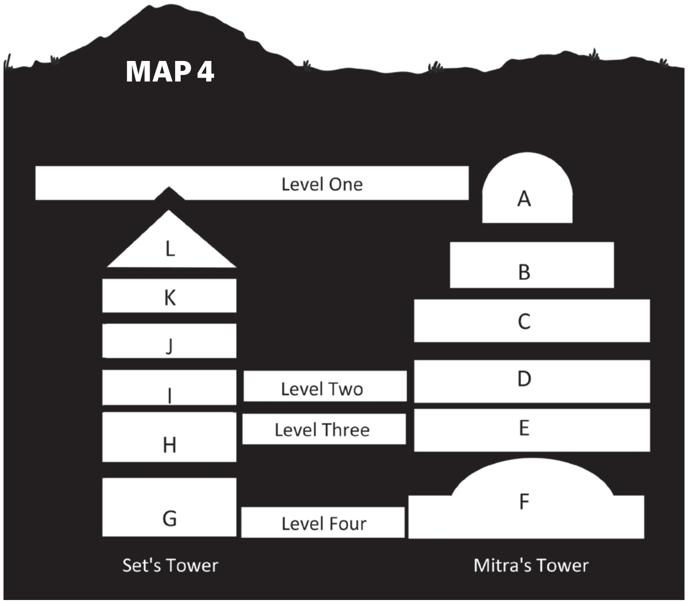
Dungeon Level 1 is closest to the surface and as such gets the most traffic from villagers. There are two main areas on this level: the rough-hewn passages in the north (for most part, areas 1-2 to 1-17), and then finished corridors and rooms (for the most part areas 1-18 to 1-46). The top of the White Tower of Mitra can be accessed from this level (area 1-1). The very tip of the Dark Tower of Set is here (area 1-33) but there is no entrance here. There are numerous entrances to the dungeon from the village. These include:

- The trap door under the first two pews in the Shrine of Mitra (area V-2).
- The trapdoor in the side room of the Manor House (area V-5D).
- The pit trap at the base of the stairs to the upper level of the Manor House (area V-5E) that eventually leads to dungeon level one (area 1-42).
- The trap door in the kitchen of the Overlord's Inn (area V-7C) leads to Dungeon Level 1 (area 1-21).
- The tunnel from the constabulary (area V-10C) to the tower (area V-11) provides a route to the dungeon (area 1-44).
- A dwarf or halfling-sized creature can pass through the natural crack on the interior of the well (area V-17) to access the dungeon (area 1-17).

GENERAL FEATURES

Corridors are 10′ high, unless otherwise noted. Individual room ceilings vary by description. As depicted on the map, walls are either rough-hewn stone (generally the northern chambers) or finished stone. Rough-hewn stone walls can be climbed with a successful DC 10 Climb Sheer Surfaces check due to numerous handholds and imperfections. Finished stone walls are more difficult to scale, requiring a successful DC 15 Climb Sheer Surfaces check.

A standard door in the dungeon is composed of stone and opens out or in as displayed on the map. A stone door has an AC 17 and 30 hit points. Unless noted in the individual room description, a locked stone door requires a successful DC 16 Pick Lock check to unlock, or a successful DC 18 Strength check to break down.



SUB-LEVEL

Areas 1-44 through 1-46 are a sub-level of Dungeon Level 1. These few rooms are a route between the constabulary (area V-10) and the tower in the village (area V-11). This route also leads to Dungeon Level 1 (the west stairs from area 1-44).

PROVISIONS

Assume that whenever an NPC is found in its keyed location (typically its residence), that 1d4 weeks of edible provisions, along with 1d10 gallons of wine or water, are present per person, despite the encounter description. Obviously, this does not apply to prisoners.

SECRET DOORS

Secret doors require an Intelligence check to discover (with elves receiving a +4 bonus on the check). Additionally, thieves may search for secret doors using their Find Trap skill with the required Intelligence DC being reduced by 4. Elves passing within 10′ of a secret door are automatically allowed a check for noticing the secret door. It is possible that a party who is carefully mapping may discover evidence of a secret door. If so, allow a +1d bonus to checks while searching for that specific secret door.

WANDERING MONSTERS

Unlike most DCC RPG adventures, *Dark Tower* makes extensive use of wandering monsters. The dungeon is a dynamic environment with residents of this level moving around, in addition to those from the village above, plus residents of lower levels. Therefore, since many of the encounters below can be found at keyed locations in the village (or the dungeon), it follows that if they are killed, then they cannot be encountered again, nor can they be found in their lairs. The judge is directed to the appropriate keyed location for more details on these NPCs. Of course, the reverse is true of NPCs who are defeated in their keyed locations. They should be removed from these wandering encounter tables.

For every 3 turns spent moving around Dungeon Level 1 there is a 1-in-6 chance of a wandering encounter. Should the characters enter an empty chamber, this chance doubles to 2-in-6. Upon rolling a successful encounter check, roll a 1d8 and consult the table below. Note: If a wandering monster is indicated in the rat tunnels (areas 1-5 through 1-17) there is a 75% of the encounter being with giant rats, as described below.

DUNGEON LEVEL 1

d8 Roll	Encounter
1	Skeletons
2	Merth and 2 henchmen
3	Avvakris and followers
4	Ollem Hairy-Arms
5	Giant rats
6	Stone statue of Set
7	Aphris and trolls
8	Wanderer from Dungeon Level 2

DUNGEON LEVEL 1 WANDERING MONSTER DESCRIPTIONS

APHRIS AND TROLLS: If encountered in the dungeon, **Aphris** (see Appendix C) is wearing chainmail (AC 24) and a replica (non-magical) of *Avvakris' ring*. He is traveling with 1d4 **trolls** (from areas 4-15 through 4-17), but if they are killed as wandering monsters, the number of trolls in those rooms are not reduced. Aphris is recruiting additional trolls (area 4-18A) in a plot to kill his father.

Troll (1d4): Init +6; Atk bite +10 melee (2d8+6) or claw +8 melee (2d6); AC 19; HD 8d8+6; hp 54 each; MV 40′; Act 3d20; SP stench, regeneration (1d8 points of damage at the end of each round, including the round it is killed), immune to critical hits, poison, and disease, immune to mind-affecting spells, vulnerable to fire (fire damage does not regenerate); SV Fort +10, Ref +5, Will +8 (see Troll, p. 429, DCC RPG); AL C; Crit M/d8.

Regeneration: A troll heals at a prodigious rate, regenerating 1d8 hit points at the end of each round, including the round it is killed. It can only be truly put down by taking its hit points negative such that its final regenerative burst does not raise its total above 0. A troll's severed head or limbs will even crawl back and re-attach. The troll's only vulnerability is to fire, from which it does not regenerate.

Stench: A troll stinks so badly that creatures within 20′ must make a DC 12 Fort save each round or succumb to a fit of retching (-2 to all rolls while retching).

Vulnerable: A troll does not regenerate damage from fire.

AVVAKRIS AND FOLLOWERS: Avvakris and both of his bodyguards, **Seth the Huge** and **Wormgear Bonegnawer** (see Appendix C) are present, along with one off-duty manor patrol (randomly determined, see area V-5), **Hastor** (see Appendix C), and 1d6 **bandits**.

Bandit (1d6): Init +2; Atk longsword +2 melee (1d8+1) or dagger +2 melee or +3 missile fire (1d4+1); AC 15 (chainmail); HD 1d8; hp 5 each; MV 20′; Act 1d20; SV Fort +2, Ref +2, Will +0; AL C; Crit III/d6.

GIANT RATS: This is a wandering pack of 2d6 **giant rats**. There is an additional 20% chance that **Sinstar the Sly** (area 1-15), the wererat thief is running with the pack, in giant rat form.

Rat, giant (2d6): Init +4; Atk bite +2 melee (1d4+1 plus disease); AC 13; HD 1d6+2; hp 6 each; MV 30′, climb 20′; Act 1d20; SP disease (DC 7 Fort save or additional 1d6 damage); SV Fort +4, Ref +2, Will -1; AL N; Crit M/d6.

LIVING STONE STATUE OF SET: This is a wandering **basalt wizard golem** (see Appendix B) from area 3-12. The statue appears to be an 8′ tall green stone rendering of a muscular male body, dressed in Egyptian style clothes, but having a jackal's head with glowing green eyes. If encountered in a corridor, it is stationary, preferably near an intersection, or positioned at a door.

Golem, basalt wizard: Init +1; Atk fist +6 melee attack (1d8+3); AC 17; HD 6d10+18; hp 49; MV 20′; Act 2d20; SP golem traits, darkvision 60′, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled), rebuilding, spellcasting (+2 spell check): Spells (1st) *magic missile*; SV Fort +3, Ref +0, Will +0; AL N; Crit M/d12.

Elemental healing (fire): A basalt wizard golem is healed by exposure to fire damage. When damage is inflicted by fire, the basalt wizard golem is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep*.

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

Rebuilding: If damaged, the golem rebuilds itself, restoring itself to full hit points, within 24 hours unless the golem is utterly destroyed in acid.

MERTH AND HENCHMEN: Merth, the Sheriff (area V-10) along with two henchmen (randomly determined) are on an errand for Avvakris. There is a 25% chance they are moving a random captive from the village to the holding cells at area 2-21. This could be one of the named NPCs from the caravan of Mumchandar (see the Village of Mitra's Fist), or 1d4 male and female **peasants**.

Peasant (1d4): Init -2; Atk club -1 melee (1d4-1); AC 9; HD 1d4; hp 2 each; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL varies; Crit III/d4.

OLLEM HAIRY-ARMS: From time to time, **Ollem Hairy-Arms** (see Appendix C) needs to work out his aggressions via a spree of bloody violence. If encountered, he is in brown bear form, and he attacks without hesitation. If reduced to 10 or fewer hit points, he flees.

SKELETONS: Several bands of animated skeletal un-dead roam about Dungeon Level 1, not keyed to a particular location. These wandering bands wear chain mail and carry shields.

Skeleton (1d4+10): Init +0; Atk claw +0 melee (1d3) or scimitar +0 melee (1d6+1); AC 15; HD 1d6; hp 4 each; MV 30'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C; Crit U/d6.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

WANDERER FROM DUNGEON LEVEL 2: Use the wandering encounter table from Dungeon Level 2 to determine this encounter.

KEY TO DUNGEON LEVEL 1 (MAP 5)

Area 1-1 – The Entry to Mitra's Tower: *This 60' square chamber has finished walls and a flagstone floor. The chamber is awash with soft illumination and the tinge of burning incense, but both sources are undetermined. To the south are a set of sealed stone double doors. To the west is an open archway. On his knees in front of the archway is a male human, adorned in archaic gold plate armor. His eyes are sealed in meditation. He takes a deep cleansing breath, and you can hear a few mechanical clicks and a distinct whirring. A silver bladed longsword with a gold gilded center line rests across his knees, and a shield bearing a lion's visage lies to his left.*

This is an antechamber that provides a potential route into the White Tower of Mitra (see Chapter 7). Illumination is provided by means of magical flame which crackles across the ceiling, emitting the scent of torchwood that is prevalent in the chamber.

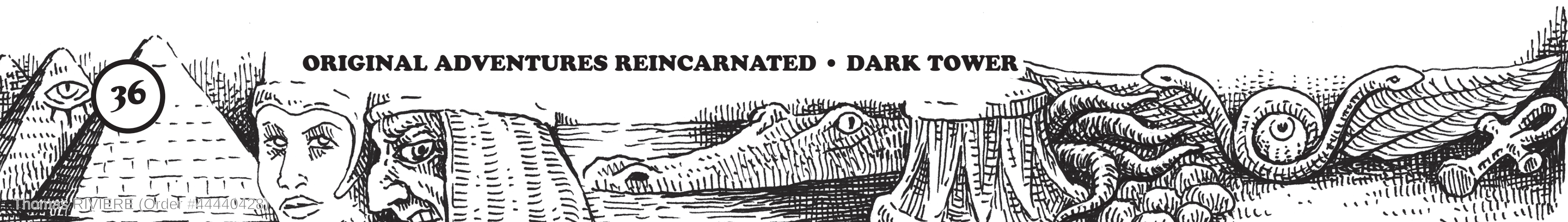
The open archway appears to lead directly to the White Tower. One can even see the doors to areas A-1 and A-2. The actual door is invisible, guarded by the immortal Mitraic knight **Holomir Goldheart** (see Appendix C) and a dreadful curse. The door is sealed and can be opened with a successful DC 15 Pick Lock check. However, due to the invisible nature of the opening mechanism, this check is made with a -1d penalty. The door could also be forced with a successful DC 15 Strength check.

It is Holomir's sacred duty to guard this post and the hidden entrance to the White Tower, a task he performs with the utmost diligence. If Holomir is severely threatened and outnumbered, he wastes no time summoning the aid of 1d10 **Lions of Mitra** (one will always be **Morton the Blessed**) before launching an attack with the battle cry, *"For Mitra!"* The battle cry is loud enough to summon 3d10 **gnome warriors** (see areas A-1 and A-2), which arrive from the White Tower in 1d3+2 rounds. He fearlessly leads his allies into battle, not fearing death due to the enchantments of his "Goldheart".

The door is cursed. Any sentient creature that passes through feels as if some divine force has touched them gently on the chest. A voice from the archway booms:

"Ware Ye Pilgrim! Ye Have Been Touched by The Hand of Mitra. Cause No Evil in this, His Shrine, Else Ye Shall Die Most Horribly."

If any act of evil is perpetrated in the tower, the evildoer is struck down with divine pox (see Appendix D).



DIVINE POX (MAJOR CURSE)

The victim immediately suffers a -2 penalty to their Luck and breaks out with divine pox. The disease has an onset time of 1d6 turns, with the pox spreading out from a super-infected area of red blisters in the shape of a human hand with spread fingers. For the next 7 days, the target develops extreme fatigue and soreness, suffering -2d to all attack rolls, saving throws, and skill checks (including spell checks). It may be cured by *lay on hands* (requiring 5 dice) or *remove curse* (spell check result of 27+), but the survivor will forever bear a hand shaped mass of scar tissue on their chest. If left unchecked, divine pox is fatal in 14 days. Those who perish from divine pox will rise as a gravewight at the next new moon.

As indicated on the map, there is a 10′ wide open shaft in the ceiling that leads to the hidden trap door in the shrine in the village (area V-2). Climbing up (or down) the shaft requires a successful DC 10 Climb Sheer Surfaces check. Opening the trap door from below is difficult, unless the heavy wooden pews in the shrine above are moved. This requires a successful DC 13 Strength check. In addition, unless the character is suitably supported and can get leverage, the character suffers a -1d penalty to the attempt.

The double doors to the south are held by *ward portal* (spell check result of 14), but only on the south side. Characters can pass from this room to the south normally, but shortly after the doors shut, the spell activates. Short of negating the spell with *dispel magic* or *knock*, passing north to south is impossible, until the spell's duration has expired (2d6 turns). The doors lead to area 1-2.

Holomir Goldheart (Mitraic knight): Init +4; Atk *Lawgiver* +6 melee (1d8+6/1d8+2d4+6 vs. Chaos); AC 23 (+2 *full plate* & shield); HD 6d12; hp 58; MV 20′; Act 2d20; SP cleric abilities ((+6 spell check): *divine aid, lay on hands*, *turn unholy*), infravision 60′, golden heart, *detect evil* 60′ (spell check result of 12, 3/day), holy aura, lion's roar (1/day), summon Lions of Mitra (1/day), immune to disease and weapons of less than +2 enchantment or natural attacks from creatures of 3 HD or less, half damage from fire, spellcasting (+6 spell check): Spells (1st) *protection from evil, paralysis, word of command;* (2nd) *cure paralysis, curse, lotus stare;* (3rd) *bolt from the blue;* SV Fort +6, Ref +8, Will +6; AL L; Crit 18-20 V/d30.

Golden heart: Holomir has a magical mechanical golden heart that grants him immortality. He does not age, or require food, drink or sleep. The golden heart grants regeneration; every turn, Holomir regains 1d6 hit points - so long as he has 1 hit point remaining. If he loses a body part, it regrows in 1d6+1 days. Finally, the golden heart grants resistance to fire damage (half damage).

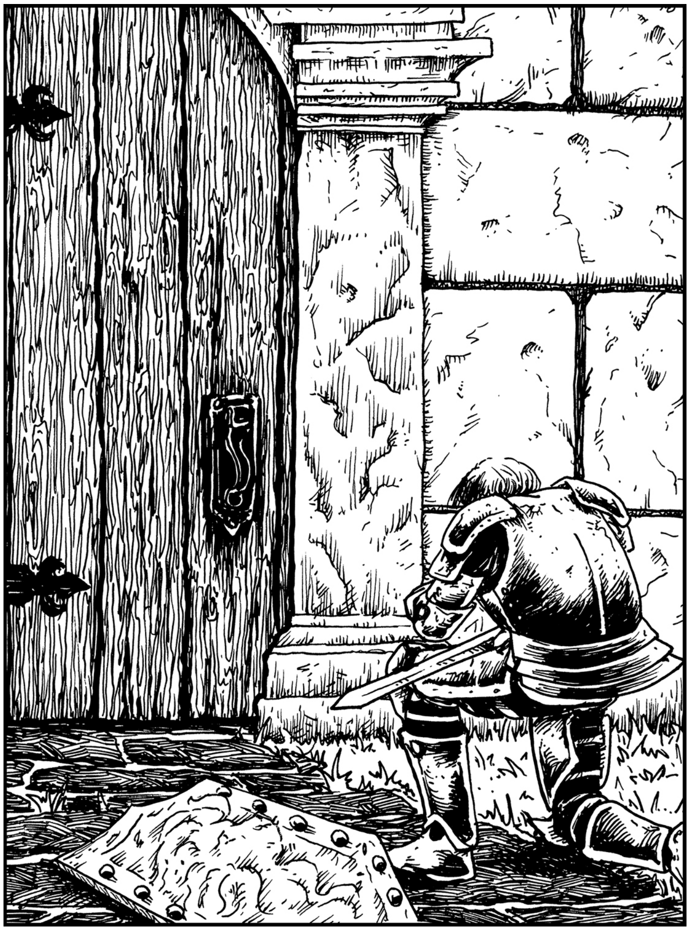
Holy aura: As long as Holomir is conscious, all friendly creatures within 10′ of him gain a +4 bonus to any saving throws.

Lion's roar (1/day): As an action, Holomir may issue a divine roar. All enemies within 40′ of Holomir suffer 2d8 damage (no save). Chaotic targets must make a successful DC 13 Will save or flee in terror for 2d6 rounds.

Summon Lions of Mitra (1/day): As an action, Holomir summons 1d10 **Lions of Mitra** (see Appendix C). They arrive the following round at a location within 60′ of Holomir.

***Lawgiver* (+5 *longsword*):** INT 14; AL L; Banes: un-dead (Death dealer; when bane is struck, it must make a DC 15 Fort save or instantly die), creatures of Chaos (+1d4 damage); Communication: speech and telepathy; Special Purpose: slay chaotic creatures, clear the world of all obstacles to the imposition of Law; Special Powers: *comprehend languages* (1/day), shed light 20′, holy brand (+1d4 damage to chaotic creatures), magic resistance aura (while drawn spells cast against wielder and allies within 10′ suffer a -2 penalty).

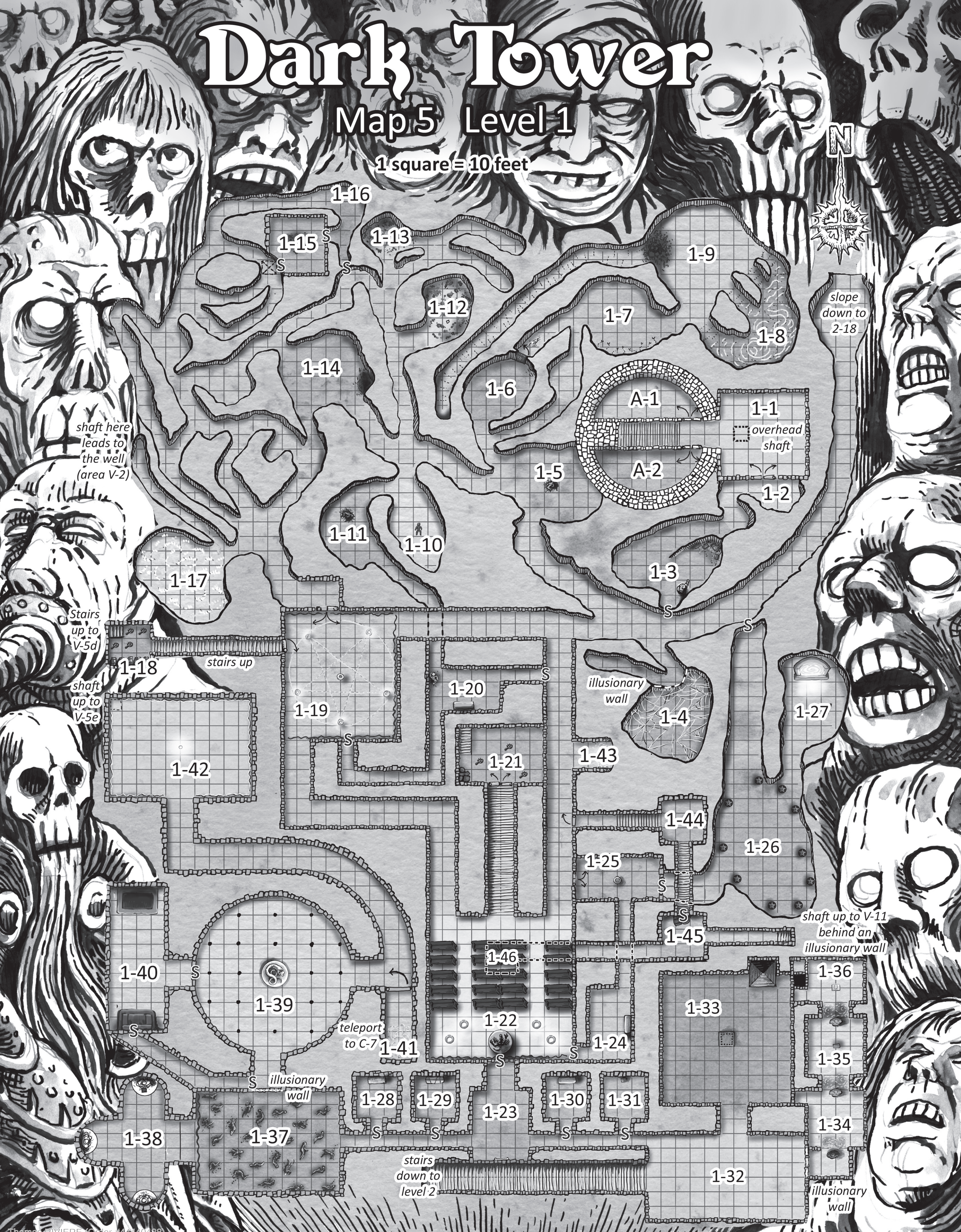
Lawgiver must be willingly bestowed on a wielder. If forcefully taken, the thief is paralyzed until they choose



Dark Tower

Map 5 Level 1

1 square = 10 feet


N
1-16
1-15
S
S
1-13
S
1-9
1-12
1-7
1-8
slope down to 2-18
1-14
1-6
A-1
1-1
overhead shaft
shaft here leads to the well (area V-2)
1-5
A-2
1-2
1-11
1-10
1-17
1-3
S
S
Stairs up to V-5d
1-18
stairs up
1-19
1-20
S
illusionary wall
1-4
1-27
shaft up to V-5e
S
1-42
1-21
1-43
1-44
1-25
1-26
S
S
1-45
shaft up to V-11 behind an illusionary wall
1-46
1-36
1-40
S
1-39
1-33
1-22
S
teleport to C-7
1-41
S
1-24
1-35
S
illusionary wall
1-28
1-29
1-23
1-30
1-31
1-34
1-38
1-37
S
S
S
S
stairs down to level 2
1-32
illusionary wall

to willingly return the blade to its rightful wielder (DC 15 Will save negates). On a successful save, the sword functions normally within 250′ (essentially the entire dungeon). If taken beyond this radius, the sword transforms into a *cursed longsword* (see Appendix D).

Lion of Mitra (1d10): Init +2; Atk +2 *longsword* +10 melee (1d8+5, +1d8 damage against a follower of Set); AC 23; HD 8d12+30; hp 75 each; MV 20′; Act 2d20; SP infravision 100′, cleric abilities ((+11 spell check): *divine aid, lay on hands, turn unholy*), divine bolt (1/day), telepathy, holy aura, transience, immune to disease, *charm*, *sleep*, and similar effects, half damage from non-magical weapons, spellcasting (+11 spell check): Spells: (1st) *bless, darkness, word of command;* (2nd) *divine symbol, neutralize poison or disease, restore vitality;* (3rd) *remove curse*; SV Fort +13, Ref +11, Will +13; AL L; Crit 19-20 III/d10.

Divine bolt (1/day): The Lion of Mitra can conjure a magical bolt of energy 5′ wide and 120′ long. Each chaotic creature in the line suffers 4d6 damage (DC 13 Reflex save for half damage).

Holy aura: So long as the Lion of Mitra is conscious, allies within 10′ are immune to fear and gain a +4 bonus to all saving throws (this does not stack with other aura effects).

Transience: A Lion of Mitra loses 5 hit points at the end of each round, disapparating upon reaching 0 hit points – along with all of their equipment. Note: magical healing doesn't affect a Lion of Mitra.

Gnome warrior (1d30): Init +1; Atk short sword +3 melee (1d6+1) or shortbow +2 missile fire (1d6); AC 16 (scale mail & shield); HD 2d6; hp 9 each; MV 20′; Act 1d20; SP spellcasting (+2 spell check): Spells (1st) *cantrip*; SV Fort +1, Ref +1, Will +1; AL C; Crit II/d6.

Area 1-2 — Ghoul Ambush!: *Pushing the stone doors open reveals a dark tomb-like cavern. As you glance about, a gangly green arm reaches from behind the door, attempting to rake its dirt-encrusted talons into your exposed flesh!*

This natural cavern is an oblong oval about 40′ wide and perhaps 20′ deep. The ceiling is rough-hewn and uneven, perhaps 8′-9′ high. There is no light here. The double doors to the north are held by *ward portal* (spell check result of 14), but only on the south side. Short of negating the spell with *dispel magic* or *knock*, passing north to south is impossible, until the spell's duration has expired (2d6 turns). The doors lead to area 1-1.

Two **ghouls** hide on either side of the doors and attack with surprise. If a target succumbs to its paralyzing bite, the hapless target is dragged off to area 1-3 for consumption. They fight to the death.

Ghoul (2): Init +1; Atk bite +3 melee (1d4 plus paralyzation) or claw +1 melee (1d3); AC 12; HD 2d6; hp 12 each; MV 30′; Act 1d20; SP un-dead traits, paralyzation (DC 14 Will save or be paralyzed, unable to move or take any physical action for 1d6 hours), infravision 100′; SV Fort +1, Ref +0, Will +0; AL C; Crit U/d6.

Un-dead traits: Ghouls are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Have the PC with the lowest Luck make a Luck check. Should they fail, the ghouls in area 1-3 hear the battle and arrive in 1d3 rounds to join the fight.

Area 1-3 — Ghoul Lair: *The corridor winds about, doubling back to a natural cavern roughly 30′ in diameter. The stench of animal waste and death permeates the very walls. Prominently displayed along the back wall is a 6′ tall silver statue depicting a proud champion in plate armor, longsword raised triumphantly on high. In its other hand it holds a scroll tube. Tucked in the back corner of the room are four battered open chests spilling their contents on the floor.*

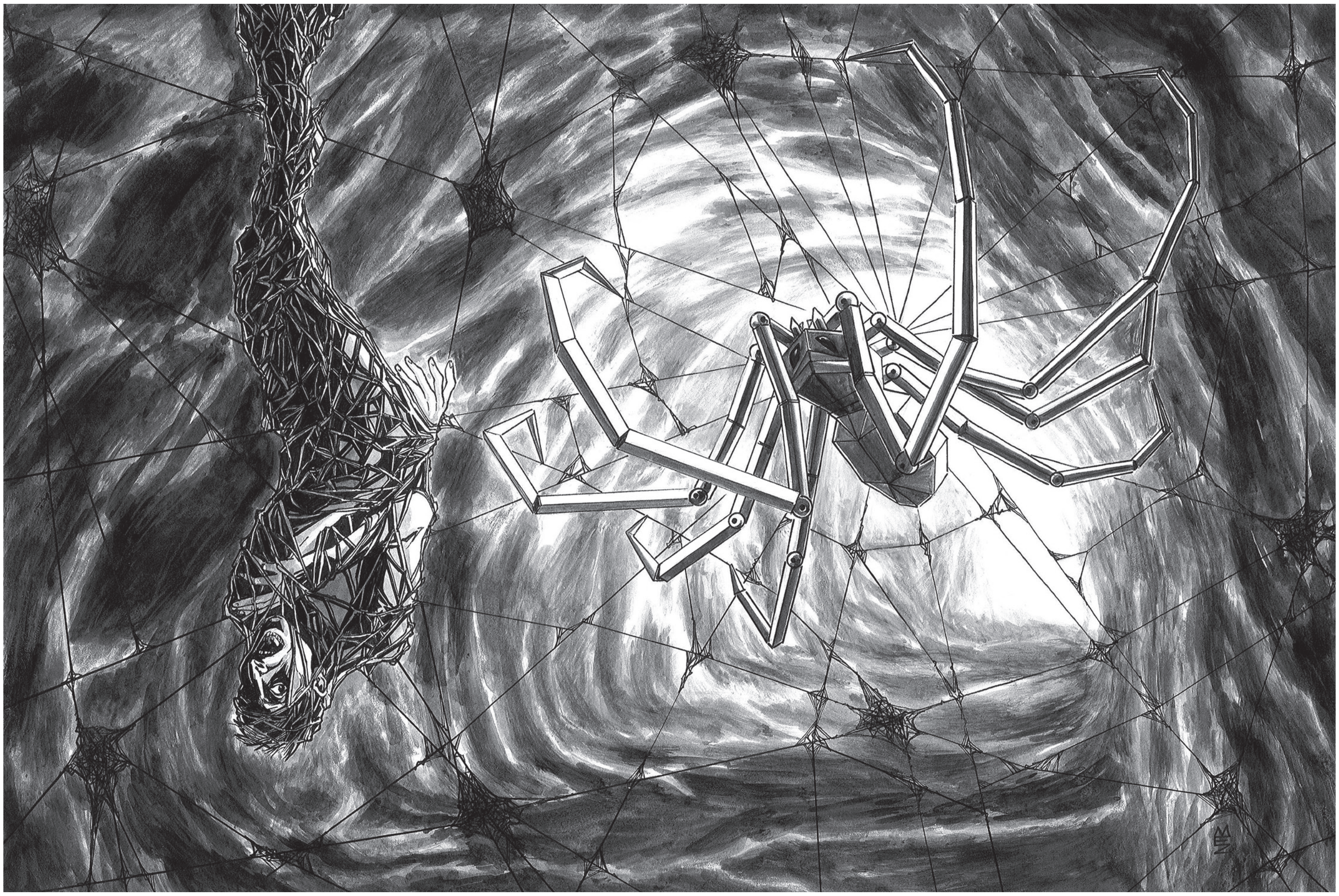
This natural cavern is a ghoul lair. In addition to the two in area 1-2, three more **ghouls** wait to attack. There is no light here. There is a secret door in a niche along the southern wall. It is relatively easy to locate, requiring only a successful DC 10 Intelligence check. Once located, simply pushing on it is enough to open the door.

Ghoul (3): Init +1; Atk bite +3 melee (1d4 plus paralyzation) or claw +1 melee (1d3); AC 12; HD 2d6; hp 12 each; MV 30′; Act 1d20; SP un-dead traits, paralyzation (DC 14 Will save or be paralyzed, unable to move or take any physical action for 1d6 hours), infravision 100′; SV Fort +1, Ref +0, Will +0; AL C; Crit U/d6.

Un-dead traits: Ghouls are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

The statue is a life-size silver representation of Mitra (worth 6,000 gp but weighing approximately 11 tons) that has permanent *protection from evil* spell on it. It holds a scroll tube in its off hand with a screw top. The screw top can be found with a successful DC 12 Find Trap check. The scroll contains a crude map (**Player Handout 4**) depicting the location of the cells where sacrificial victims are held (area 2-21). The map is dated 150 years ago (the judge needs to add this feature to the handout to fit his campaign's dating system) and bears the signature "Radleb" (Beldar backwards). Also in the case are five *invisible* gems: one agate (worth 10 gp), three garnets (worth 25 gp each), and one topaz (worth 50 gp). These gems are likely overlooked, unless the character examining the tube makes a successful Luck check.

The coins spilling out of the four chests total 2,000 cp.



Area 1-4 — Hidden Spider Lair: An illusionary wall makes this room appear to be just a corridor that bends west. Physically interacting with the wall reveals the illusion as objects pass right through it. Otherwise, it takes either a successful DC 12 Intelligence check to discover or a DC 12 Will save to see through. If the characters proceed down the corridor, continue:

The corridor seems to be strewn with steel wire crisscrossed from the walls, floor, and ceiling.

The corridor is covered with webs made from thin metallic strands instead of silk. Entering a section of the corridor with metallic webs requires a successful DC 10 Strength check per round of movement to avoid becoming restrained in the webs. Escaping the metallic webs can only be achieved with a successful DC 22 Strength check. For each failed attempt at escaping the webs, the DC increases by 1 due to further entrapment. A 10′ area of the metallic webs has an AC 16, 20 hit points, and non-slashing weapons become stuck to its surface.

If the characters discover the room behind the illusionary wall, continue:

Stepping through the illusionary wall reveals a natural cavern about 50′ in diameter. The ceiling appears to be 20′ overhead. Most of the chamber is full of more metallic webs. A naked male human feebly struggles, restrained by the metallic strands, cutting into his exposed extremities.

As indicated on the map, this room is filled with metallic webs.

The room is the lair of a web-building **giant metallic spider** (see Appendix B). A creature of apparently living steel, it can move freely about the webs. It's hanging on the ceiling, hiding among its webs. It drops down on a target attempting to free its captive, attacking with surprise. It fights to the death.

Spider, giant metallic: Init +2; Atk bite +4 melee (1d8+2 plus poison (2d8 plus paralyzed for 1 turn, DC 13 Fort save negates paralysis) or metallic web +5 missile fire (entangled; DC 20 Strength check to break free); AC 18; HD 3d10; hp 25; MV 30′, climb 20′; Act 1d20; SP infravision 60′, immune to poison, half damage from non-magical weapons; SV Fort +3, Ref +2, Will +0; AL C; Crit M/d8.

Scattered among the steel wool-like web bundles on the floor are a 12 cp, 40 gp and three gems: a banded agate (worth 10 gp), a reddish-brown citrine (worth 50 gp) and a crimson spinel (worth 100 gp). It would take about 1 work hour (one human-sized creature working one hour) to clear all the webs from the floor to recover all of the treasure.

Note: If **Rufo the Ugly** (see Appendix C) is not with the characters, he is the naked male human trapped in the webs. If freed, he is grateful and agrees to accompany the characters at least for a while. Otherwise, the captive is **Vastavaar Speartongue** (see Appendix C, and the Caravan of Mumchandar in Chapter 2). Vastavaar is a nomad and quite a braggart. He prefers light armor and fighting with a pair of short swords. He is also proficient at setting simple traps. He is willing to join the characters but only to escape the dungeon. His gear is in area 2-21.

Judge's Note: Areas 1-5 through 1-17 are considered to be the rat tunnels.

Area 1-5 — Kobolds, Corpses, and Communications: *The corridor empties into a rough-hewn chamber, perhaps 50′ across. In the center of the room are 10 or so four-foot-tall, dog-headed humanoids. They wear dirty loin cloths and carry diminutive swords. They are squabbling over what appears to be a half-eaten, female corpse. A patch of the northeast wall is convex and composed of smooth finished white stone. This part of the wall is covered with dark brown letters.*

The **kobolds** are preoccupied with the discarded corpse of a female human, and thus do not notice the approach of the party. Once alerted to the presence of intruders, they quickly scramble to attack. They prefer to swarm a few targets from all angles and attack with 4-to-1 odds. If reduced to four or fewer, the remaining attempt to flee toward area 1-9 (to lure the characters into a confrontation with the denizens in that chamber).

The corpse has been dead for several hours, at least. Her heart has been messily removed from her chest and her body appears to have been gnawed on a little. Unless the characters encountered her in area V-5F and rescued her, this is the body of **Skilvashara**, the latest concubine of Avvakris. Rufo, Beldar, or any of the members of the caravan can identify her body. Otherwise, it's a random comely female human peasant.

The northeast wall of the room is an outer curved part of the White Tower of Mitra. This wall is about 20′ thick and unblemished despite the ravages of time. Scrawled on it (in Angelic) with dried blood is the following warning (see **Player Handout 5**):

> "Beware of Hidden Symbols!"

Kobold (12): Init +1; Atk tiny sword -2 melee (1d4-1); AC 11; HD 1d4; hp 3 each; MV 20′; Act 1d20; SP infravision 100′; SV Fort -2, Ref +0, Will -2; AL N; Crit III/d4.

Each kobold carries 9 cp.

Area 1-6 — Significant Skeleton: *This appears to be an abandoned oval chamber, perhaps 40′ across. The smooth low ceiling is no more than 6′ high. A rotting wooden door, covered with bright orange mold, hangs limply blocking an exit to the north.*

With the exception of scattered rocky debris and dust, this chamber is empty. Numerous oversized rat tracks can easily be discerned in the dust. The orange mold on the door is harmless, although if disturbed releases a puff of spores. The door is barely intact, and displays signs of gnawing at the base. If opened, it literally falls apart. Just beyond the door is a skeleton.

A human skeleton is crumpled face down just outside the room in the north corridor. It is still clad in a rotted noble's outfit. It wears a delicate silver signet ring (worth 15 gp), but this requires physically searching the remains to discover the ring on its bony finger. Examining the ring with a successful DC 12 Intelligence skill check (made by a PC with a profession as either an artisan, jeweler, sage, or other similar starting occupation) reveals it's the signet of the merchant house of Kroan. This was a wealthy merchant who disappeared while on a caravan, reportedly after discovering a sword of great power.

Area 1-7 — Chains and Bones: *This is another circular natural chamber, but the ceiling here is about 12′ high. Sunk into the south wall are several rusted chains and shackles, dangling a few feet off the floor. A few still hold bony limbs.*

The south wall is set with eight sets of rusted chains and shackles. These are sunk deep into the rock, requiring a successful DC 15 Strength check to pull out or burst. Each chain is about 4′ long. Two skeletal arms are still shackled to manacles. If passed, they rattle slightly, although there is no breeze.

Area 1-8 — Man-o'-Mist: *Several passages gently slope down to this hollow. The air is damp and humid with a tang of organic rot. The floor is covered with 2′ of a chilly, clinging mist.*

The floor of this chamber is uneven and obscured by the mist. For every round spent moving here, a PC must make a successful DC 8 Reflex save or stumble on a rocky outcropping, or shallow depression, falling prone. Near the back wall is a discarded khopesh with a rusted blade (damage 1d8-1), but it can only be found by searching with a successful DC 10 Intelligence check.

Each time this eerie place is entered, there is a 60% chance that the mist forms into a humanoid shape that silently gestures towards area 1-9. The mist form then glides into that chamber (MV 20′), and points at the lizard's nest. If there is inaction from the characters for 30 seconds or so, the mist form finally "walks" through the nest, seemingly disappearing into the wall (but actually revealing the route to Dungeon Level 2). On the following turn, the misty form comes pouring out of the nest and flows back to area 1-8. This of course irritates the giant lizards and foils any chance to surprise unwitting targets.

Area 1-9 — Lair of Giant Lizards: *The air here is humid and smells faintly of animal. The cavern is probably 70′ wide, and the ceiling is about 15′ overhead, covered with an array of*

stalactites, most only a few inches long. There is a large pile of refuse pushed up against the west wall, 10′ in diameter, peaking at 5′ high. The pile is composed of rags, fur, and woody debris plus the occasional bleached bone poking out. Along the southeast wall are four open exits of various widths, sloping down into darkness.

This damp cavern is the lair of a mated pair of **giant lizards**. When the characters enter, they are hiding in the nest. If a creature gets near the nest to examine it, one bursts out with surprise. Both giant lizards fight to the death to protect the contents of their nest.

The nest hides a low entrance to a sloping passage down to Dungeon Level 2. The nest is primarily rags, burlap and cloth, intermixed with tufts of fur and a few bones. The bones are mostly from giant rats, but a few human bones are present.

Hidden in the nest is a silver dagger (worth 20 gp), a fancy bronze shield but with rotten hand straps, a rusty suit of scale mail sized for a dwarf and a longsword with a pitted blade. These items all could use a good cleaning and oiling, but are functional. There are also 10 giant lizard eggs in the nest. Each would be worth 50 gp if sold in a mid-sized city (not Mitra's Fist).

In 1d12 days the eggs hatch. One hatches a basilisk, its six legs giving an indication of heritage. The juvenile basilisk develops its petrifying gaze in 1d3+1 weeks, but all saving throws against its gaze are made at +1d. The juvenile basilisk would be worth 1,000 gp, if a buyer could be located in a large city.

Lizard, giant (2): Init -3; Atk bite +5 melee (3d4); AC 17; HD 3d8; hp 22, 24; MV 40′, climb 20′; Act 1d20; SP camouflage (+10 bonus to any attempt to hide); SV Fort +2, Ref -2, Will -2; AL N; Crit M/d8.

Area 1-10 — Rat Proving Ground: *The corridor terminates in an oblong cavern. Hanging from the ceiling, from a thick piece of hemp rope, is a battered mannequin of burlap. The figure is humanoid-shaped, chewed on in parts and stuffed with reeds, poking out from various seams. On the floor underneath it is the scattered innards of other plant material and burlap.*

The mannequin is a training dummy for Sinstar's army of giant rats. When the characters enter here, there is a 50% chance that 2d6 **giant rats** from area 1-11 are in here scrounging for food.

Rat, giant (2d6): Init +4; Atk bite +2 melee (1d4+1 plus disease); AC 13; HD 1d6+2; hp 6 each; MV 30′, climb 20′; Act 1d20; SP disease (DC 7 Fort save or additional 1d6 damage); SV Fort +4, Ref +2, Will -1; AL N; Crit M/d6.

Area 1-11 – Giant Rats: *Another oblong chamber, where a pack of dog-sized rats are busy stripping the flesh off a humanoid body. There is another corridor that exits on the opposite side of the room.*

10 **giant rats** are busily devouring an orc carcass. A successful DC 10 Intelligence check can determine the species of the carcass. The giant rats ignore the characters if left alone, even allowing them to pass through the room to the opposite exit. But if a creature approaches to within 5′ of their prize, a few giant rats attack random targets. If attacked they emit a high-pitched squealing that draws 1d6 additional giant rats from deeper in the lair to this chamber each round, until a total of 90 giant rats arrive. On the 6th round, **Sinstar the Sly** (area 1-15) arrives in giant rat form to direct his giant rat allies. He bolsters their attacks, commanding them to move into positions and concentrate attacks on foes, granting them a +2 on attack rolls.

Rat, giant (10): Init +4; Atk bite +2 melee (1d4+1 plus disease); AC 13; HD 1d6+2; hp 6 each; MV 30′, climb 20′; Act 1d20; SP disease (DC 7 Fort save or additional 1d6 damage); SV Fort +4, Ref +2, Will -1; AL N; Crit M/d6.

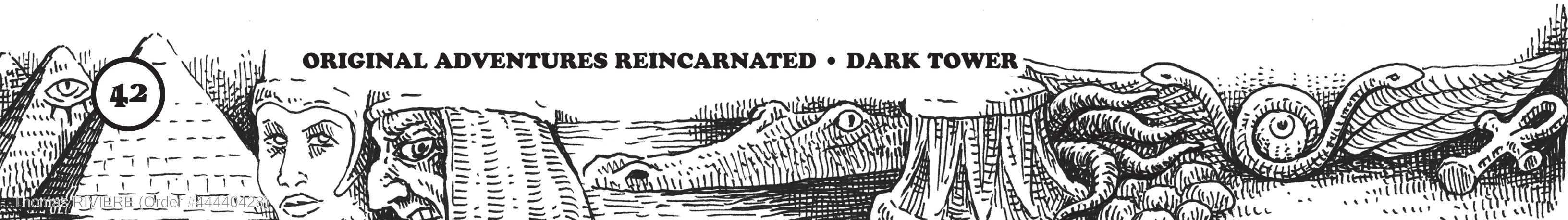
Area 1-12 — Giant Rat Lair: *The corridor terminates at an oval-shaped cavern with a low ceiling. The floor is covered with all manner of debris: rocks, splintered woody debris, scraps of cloth, burlap and bones are present.*

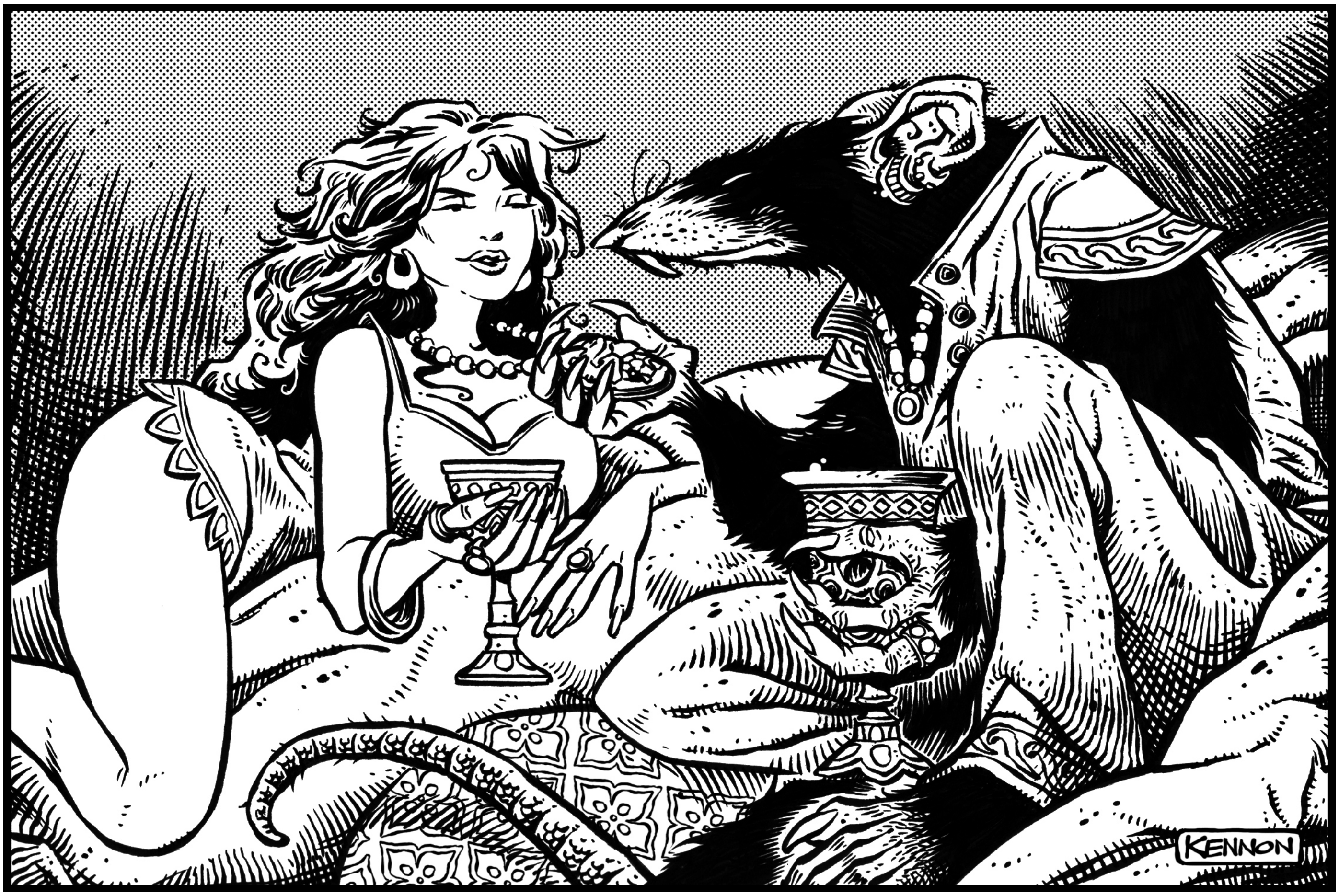
Six **giant rats** hide in the debris covering the floor. If a creature enters the room, they attack. During combat, the giant rats emit a high-pitched squealing that draws 1d6 additional giant rats from deeper in the lair to this chamber each round, until a total of 90 giant rats arrive. On the 6th round, **Sinstar the Sly** (area 1-15) arrives in giant rat form to direct his giant rat allies. He bolsters their attacks, commanding them to move into positions and concentrate attacks on foes, granting them a +2 on attack rolls.

Rat, giant (6): Init +4; Atk bite +2 melee (1d4+1 plus disease); AC 13; HD 1d6+2; hp 6 each; MV 30′, climb 20′; Act 1d20; SP disease (DC 7 Fort save or additional 1d6 damage); SV Fort +4, Ref +2, Will -1; AL N; Crit M/d6.

A dented, rusted iron box can be located after a quick search of the room. It's locked, but the opening mechanism is damaged beyond repair. It now requires a few solid weapon-blows to open. The box holds 400 cp. There is a secret false bottom in the box that requires a successful DC 13 Intelligence check to find. The compartment conceals 2 fluorite gems (worth 20 gp each) and a zircon (worth 60 gp).

Area 1-13 — Giant Rat Habitat: *This area is more of an alcove, maybe 20′ in diameter, off the main passage that bends to the east. A pile of refuse has been pushed up against the northwest corner of the cavern. A few three-foot-long rats poke around the pile searching for morsels.*





Two tunnels exit this chamber to the east. The right-hand tunnel is a dead end. The left-hand tunnel surfaces in the easternmost stall of the stable behind the Trade Monopoly (area V-7A).

Five **giant rats** occupy this chamber, but don't bother hiding. If a creature enters the room (as opposed to proceeding down one of the eastern corridors), the giant rats attack. During combat, the giant rats emit a high-pitched squealing that draws 1d6 additional giant rats from deeper in the lair to this chamber each round, until a total of 90 giant rats arrives. On the 6th round, **Sinstar the Sly** (area 1-15) arrives in giant rat form to direct his giant rat allies. He bolsters their attacks, commanding them to move into positions and concentrate attacks on foes, granting them a +2 on attack rolls.

Rat, giant (5): Init +4; Atk bite +2 melee (1d4+1 plus disease); AC 13; HD 1d6+2; hp 6 each; MV 30′, climb 20′; Act 1d20; SP disease (DC 7 Fort save or additional 1d6 damage); SV Fort +4, Ref +2, Will -1; AL N; Crit M/d6.

In the small pile pushed up against the northwest wall is the following: 1,100 cp, a leather belt with a metal snake head clasp studded with an amethyst (worth 15 gp), a fine silver chain (worth 35 gp), a bronze figurine of a griffon (worth 40 gp), and a pendant of brass and an unknown alloy (worth 50 gp). It takes roughly 1 turn to find all of these valuables.

Area 1-14 — Giant Rat Lair: *The corridor ends at a natural cavern with several exits. The ceiling is at least 20′ overhead. In the southeast corner of the room is a pile of dung several feet high. Numerous pig-sized rats nose around the corners of the room.*

There are nine **giant rats** in this chamber. They attack at once. During combat, the giant rats emit a high-pitched squealing that draws 1d6 additional giant rats from deeper in the lair to this chamber each round, until a total of 90 giant rats arrives. On the 6th round, **Sinstar the Sly** (area 1-15) arrives in giant rat form to direct his giant rat allies. He bolsters their attacks, commanding them to move into positions and concentrate attacks on foes, granting them a +2 on attack rolls.

A PC disturbing the dung pile must make a successful DC 10 Fortitude save or contract dung-rot.

DUNG-ROT

Until the disease is cured, the victim cannot regain hit points except by magical means, and the target's maximum hit points is reduced by 1d6 every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies. Infected individuals make one Fortitude save per day of infection, with a success meaning the disease has run its course.

Buried in the dung pile is a *+2 longsword* still in its sheath. The blade is sentient, but only barely. The cross guard is a tangle of serpents, and the pommel is fashioned as a serpent's head. There is a hidden compartment in the handgrip that can be accessed from the serpent head pommel. It requires a successful DC 15 Intelligence check to locate this compartment and deduce how to open it (by flicking one of the fangs to release the lid catch). The compartment is watertight and can hold a potion. Currently, a potion of *un-dead control* (see p. 255, DCC RPG) is hidden within. While wielding the sword, a potion inside can be quaffed without costing an action.

The longsword belongs to **Merth, the Sheriff** and was stolen by giant rats over 50 years ago. To this day, he still searches the dungeon for the lost blade, and woe to any that display it in his presence! They are arrested immediately, and the sword is reclaimed!

***Merth's sword (+2 longsword)*:** INT 4; AL L; Communication: empathy.

Rat, giant (6): Init +4; Atk bite +2 melee (1d4+1 plus disease); AC 13; HD 1d6+2; hp 6 each; MV 30', climb 20'; Act 1d20; SP disease (DC 7 Fort save or additional 1d6 damage); SV Fort +4, Ref +2, Will -1; AL N; Crit M/d6.

Area 1-15 — Lair of the Were-Rat: In the corridor, outside of the lair's southwest secret entrance, is a 30' deep pit, disguised to look like the dirt floor. The pit can be discovered with a successful DC 14 Find Trap check which reveals finely groomed dirt over the top. The pit is covered with a canvas and if triggered needs to be manually reset. Any weight greater than 50 pounds triggers the pit. A giant rat is not heavy enough to trigger it, which is how the occupants of the room beyond avoid setting off the trap when coming or going. At the bottom of the pit are various broken swords and spears, as well as sharpened stakes that have been set to do as much damage as possible. Falling into the pit causes 3d6 damage from the fall and 2d10 damage from the spikes at the bottom. A successful DC 10 Climb Sheer Surface check is needed to climb back out of the pit.

Two secret doors lead to the room beyond. Each can be located from either side with a successful DC 12 Intelligence check. If the pit trap in front of the southwest door is triggered or discovered, checks to find the secret doors gain a +1d bonus.

If this room is discovered, read or paraphrase the following, being sure to adjust the text if the occupants are present.

Unlike most of the previous chambers in this section of the dungeon, this one has finished walls and a flagstone floor. The ceiling is finished as well, 10' overhead. In the center of the room is a pile of dirty pillows.

Sinstar the Sly (see Appendix C), a **wererat thief**, has an 80% chance of being here at any given time. If he is not present, the other occupant is asleep in the pillows.

If encountered here, Sinstar is celebrating with his mistress **Avvala** (see Appendix C), the daughter of Avvakris. They are celebrating the recent discovery and theft of the *Eye of Mitra* (see Appendix D) from the White Tower. The pair are in human form, lounging on several soiled pillows, drinking wine from a shared cup.

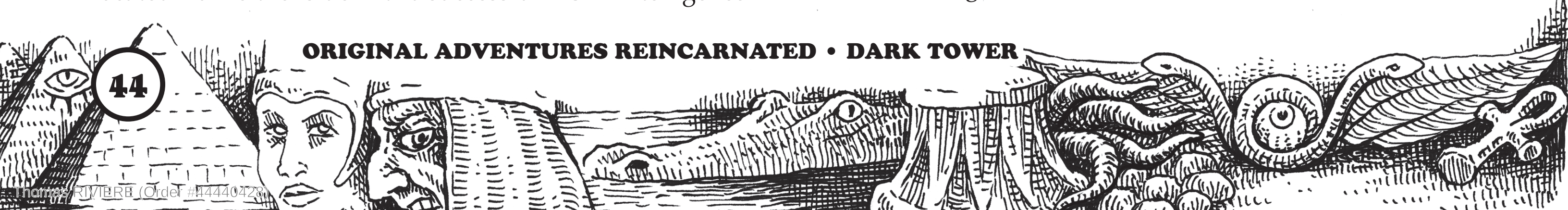
Avvala wears the *Eye of Mitra* around her neck but has not yet learned how to use it. The drinking cup is carved from a chunk of malachite, inlaid with silver and embellished with three diamonds (worth 500 gp).

Avvala relies on her spells if combat breaks out here. She seeks to summon snakes via *snake plague*. She relies on *serpent missile* and *snake charm* as appropriate. In combat, she moves around the room, seeking to backstab her foes. Sinstar assumes hybrid form and seeks to summon giant rats to his aid.. If either is reduced to 7 hit points or less, both assume giant rat form to blend in with other rats and escape.

Both wererats may spend an action to summon 2d6 giant rats to their aid. These allies arrive from deeper in the lair in 1d4 rounds. If Avvala is captured, she is willing to bargain with the *Eye of Mitra* for her freedom. If either or both escapes, they keep tabs on the characters with rats in the dungeon and seek revenge at an inopportune time (for the characters, of course).

Sinstar the Sly (human form, wererat thief): Init +2; Atk short sword +3 melee (1d6+1) or dagger +3 melee (1d4+1/1d10+1) or +3 missile fire (1d4) or sling +3 missile fire (1d4); AC 14; HD 4d6+8; hp 32; MV 30', climb 20'; Act 1d20; SP thief skills (backstab +8, sneak silently +8, hide in shadows +7, pick pocket +3, climb sheer surfaces +7, pick lock +7, find trap +7, disable trap +3, forge document +2, disguise self +8, read languages +2, handle poison +8, cast spell from scroll d12), werecreature traits; SV Fort +4, Ref +2, Will +1; AL C; Crit II/d16.

Trigger (starvation): A wererat in human form who has gone without eating for more than 2 days transforms into their animal form and will gorge until full. Only when sated may the wererat change back.



Sinstar the Sly (hybrid form, wererat thief): Init +2; Atk bite +3 melee (1d6+1 plus lycanthropy (see Appendix D) (DC 10 Fort save negates)) or short sword +3 melee (1d6+1) or dagger +3 melee (1d4+1/ 1d10+1) or +3 missile fire (1d4) or sling +3 missile fire (1d4); AC 14; 4d6+8; hp 32; MV 30′, climb 20′; Act 2d20; SP thief skills (backstab +8, sneak silently +8, hide in shadows +7, pick pocket +3, climb sheer surfaces +7, pick lock +7, find trap +7, disable trap +3, forge document +2, disguise self +8, read languages +2, handle poison +8, cast spell from scroll d12), werecreature traits, omnivoracious, infravision 60′; SV Fort +4, Ref +2, Will +1; AL C; Crit II/d16.

Omnivoracious: In its hybrid form, the wererat is capable of chewing through nearly anything. Its teeth scissor through wooden tabletops with ease and can grind down even stone. The wererat gnaws through wood at a rate of 1 cubic foot every 4 rounds and through stone at a rate of 1 cubic foot per turn.

Sinstar the Sly (giant rat form, wererat thief): Init +2; Atk bite +3 melee (1d4+1 plus lycanthropy (see Appendix D) (DC 10 Fort save negates)); AC 14; 4d6+8; hp 32; MV 30′, climb 20′; Act 1d20; SP werecreature traits, infravision 60′, thief skills (hide in shadows +7, pick pocket +3); SV Fort +4, Ref +2, Will +1; AL C; Crit M/d10.

Regeneration: While in their animal form, werecreatures heal 1 HD/round. In their hybrid form, they heal 2 HD/round.

Resistance to non-magical weapons: Werecreatures suffer half damage from non-magical weapons.

Shapeshift: Werecreatures may shift into any of their three forms at will. It takes a full round to complete the transformation.

Vulnerable: Werecreatures suffer double damage from silver weapons. They are unable to regenerate such damage, requiring it to heal naturally.

Werecreature traits: Shapeshift, regeneration, resistance to non-magical weapons, trigger, vulnerable to silver.

Avvala (human form, wererat cleric of Set): Init +2; Atk mace +2 melee (1d6); AC 12; HD 4d8+4; hp 36; MV 30′, climb 20′; Act 1d20; SP cleric abilities ((+4 spell check): *cause harm*, *divine aid, lay on hands*, *turn unholy*), sworn against Mitra, werecreature traits, shapeshift (giant boa constrictor) (3/day), spellcasting (+4 spell check): Spells (1st) *darkness, paralysis, serpent missile* (see Appendix D), *silence* (see Appendix D); (2nd) *curse, divine symbol, snake charm* (see Appendix D), *snakeskin* (see Appendix D); (3rd) *snake plague* (see Appendix D); SV Fort +2, Ref +1, Will +2; AL C; Crit III/d10.

Cause harm: A cleric of Set may inflict damage in similar fashion to that of *lay on hands.*

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1 die	1 die	2 dice
14-19	1 die	2 dice	3 dice
20-21	2 dice	3 dice	4 dice
22+	3 dice	4 dice	5 dice

Sworn Against Mitra: A cleric of Set is sworn to defeat the minions of Mitra. When battling the forces of Mitra, the cleric gains a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks as well as a +3 AC bonus versus attacks by Mitra's minions. The forces of Mitra include any clerics devoted to Mitra, enemies prominently using a *Mitraic relic*, lions and lion-like creatures, commoners, and all traps in the White Tower of Mitra itself.

Trigger (starvation): A wererat in human form who has gone without eating for more than 2 days transforms into their animal form and will gorge until full. Only when sated may the wererat change back.

Avvala (hybrid form, wererat cleric of Set): Init +2; Atk bite +2 melee (1d6+1 plus lycanthropy (see Appendix D) (DC 10 Fort save negates)) or mace +2 melee (1d6); AC 12; HD 4d8+4; hp 36; MV 30′, climb 20′; Act 2d20; SP cleric abilities ((+4 spell check): *cause harm*, *divine aid, lay on hands*, *turn unholy*), sworn against Mitra, werecreature traits, omnivoracious, shapeshift (giant boa constrictor) (3/day), spellcasting (+4 spell check): Spells (1st) *darkness, paralysis, serpent missile* (see Appendix D), *silence* (see Appendix D); (2nd) *curse, divine symbol, snake charm* (see Appendix D), *snakeskin* (see Appendix D); (3rd) *snake plague* (see Appendix D); SV Fort +2, Ref +1, Will +2; AL C; Crit III/d10.

Omnivoracious: In its hybrid form, the wererat is capable of chewing through nearly anything. Its teeth scissor through wooden tabletops with ease and can grind down even stone. The wererat gnaws through wood at a rate of 1 cubic foot every 4 rounds and through stone at a rate of 1 cubic foot per turn.

Avvala (giant rat form, wererat cleric of Set): Init +2; Atk bite +3 melee (1d4+1 plus lycanthropy (see Appendix D) (DC 10 Fort save negates)); AC 12; HD 4d8+4; hp 36; MV 30′, climb 20′; Act 1d20; SP cause harm, sworn against Mitra, werecreature traits, shapeshift (giant boa constrictor) (3/day); SV Fort +2, Ref +1, Will +2; AL C; Crit M/d8.

Avvala (boa constrictor, giant, wererat cleric of Set): Init +4; Atk bite +10 melee (1d6 + constrict); AC 18; HD 7d8+7; hp 36; MV 30′; Act 1d20; SP constriction 1d6, sworn against Mitra, werecreature traits (shapeshift, regenerate 1 HD/round (cannot heal silver damage), half damage from non-magical weapons, vulnerable to silver (double damage)), shapeshift (human) (3/day); SV Fort +7, Ref +3, Will +5; AL C; Crit M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Regeneration: While in their animal form, werecreatures heal 1 HD/round. In their hybrid form, they heal 2 HD/round.

Resistance to non-magical weapons: Werecreatures suffer half damage from non-magical weapons.

Shapeshift: Werecreatures may shift into any of their three forms at will. It takes a full round to complete the transformation.

Vulnerable: Werecreatures suffer double damage from silver weapons. They are unable to regenerate such damage, requiring it to heal naturally.

Werecreature traits: Shapeshift, regeneration, resistance to non-magical weapons, trigger, vulnerable to silver.

Area 1-16 — Giant Rat Lair: There is a secret door in the corridor to the south of this chamber. From the south, it is designed to mimic the natural curve of the corridor and is cunningly disguised. It can be discovered with a successful DC 13 Intelligence check to locate. From the north, the check is made at DC 10, since the secret door is located in an alcove.

The corridor widens at the bend, creating a natural recess. Several dog-sized rats are poking around various bits of discarded waste. The glint of several coins on the floor reflects off your feeble light source.

Six **giant rats** can be found here. They attack without provocation. During combat, the giant rats emit a high-pitched squealing that draws 1d6 additional giant rats from deeper in the lair to this chamber each round, until a total of 90 giant rats arrive. On the 6th round, **Sinstar the Sly** (see area 1-15) arrives in giant rat form to direct his giant rat allies. He bolsters their attacks, commanding them to move into positions and concentrate attacks on foes, granting them a +2 on attack rolls.

Rat, giant (6): Init +4; Atk bite +2 melee (1d4+1 plus disease); AC 13; HD 1d6+2; hp 6 each; MV 30′, climb 20′; Act 1d20; SP disease (DC 7 Fort save or additional 1d6 damage); SV Fort +4, Ref +2, Will -1; AL N; Crit M/d6.

Scattered on the floor are 62 sp.

Area 1-17 — Major Rat Warren: The corridor to the north of this chamber ends in a crack in the wall. Through the crack is the interior of the well (see Chapter 2, area V-17), but only a smaller creature (such as a halfling or dwarf) can squeeze through.

One of the larger chambers, this one is about 60′ in diameter. The air is damp here, with a constant dripping in several locations from the low ceiling. The floor of this chamber is a carpet of pale white fungus, some reaching a foot or more high.

The ceiling here is only 6′ high, and it dips lower in a few locations. A human-sized creature wielding a two-handed weapon suffers a -1d penalty to attack rolls here. The fungus is harmless, and actually could be consumed (although it tastes somewhat bland). The walls of the chamber are riddled with small passages that meander for a few feet before terminating.

Twenty **giant rats** inhabit this chamber. Most of them are in the small passages to start the encounter but are quick to swarm into the room to attack creatures.

Rat, giant (20): Init +4; Atk bite +2 melee (1d4+1 plus disease); AC 13; HD 1d6+2; hp 6 each; MV 30′, climb 20′; Act 1d20; SP disease (DC 7 Fort save or additional 1d6 damage); SV Fort +4, Ref +2, Will -1; AL N; Crit M/d6.

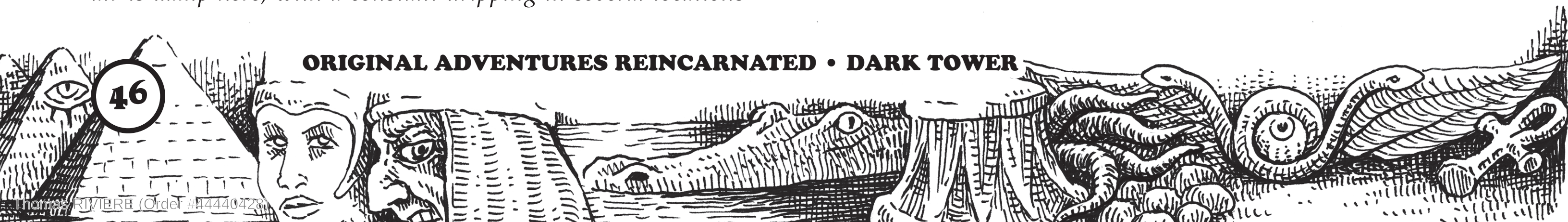
Area 1-18 — Cellar of the Manor House: There are two ways to access this chamber. The trap door from the Manor House (area V-5D) leads here. In addition, a set of stone steps from area 1-19 climb to this chamber.

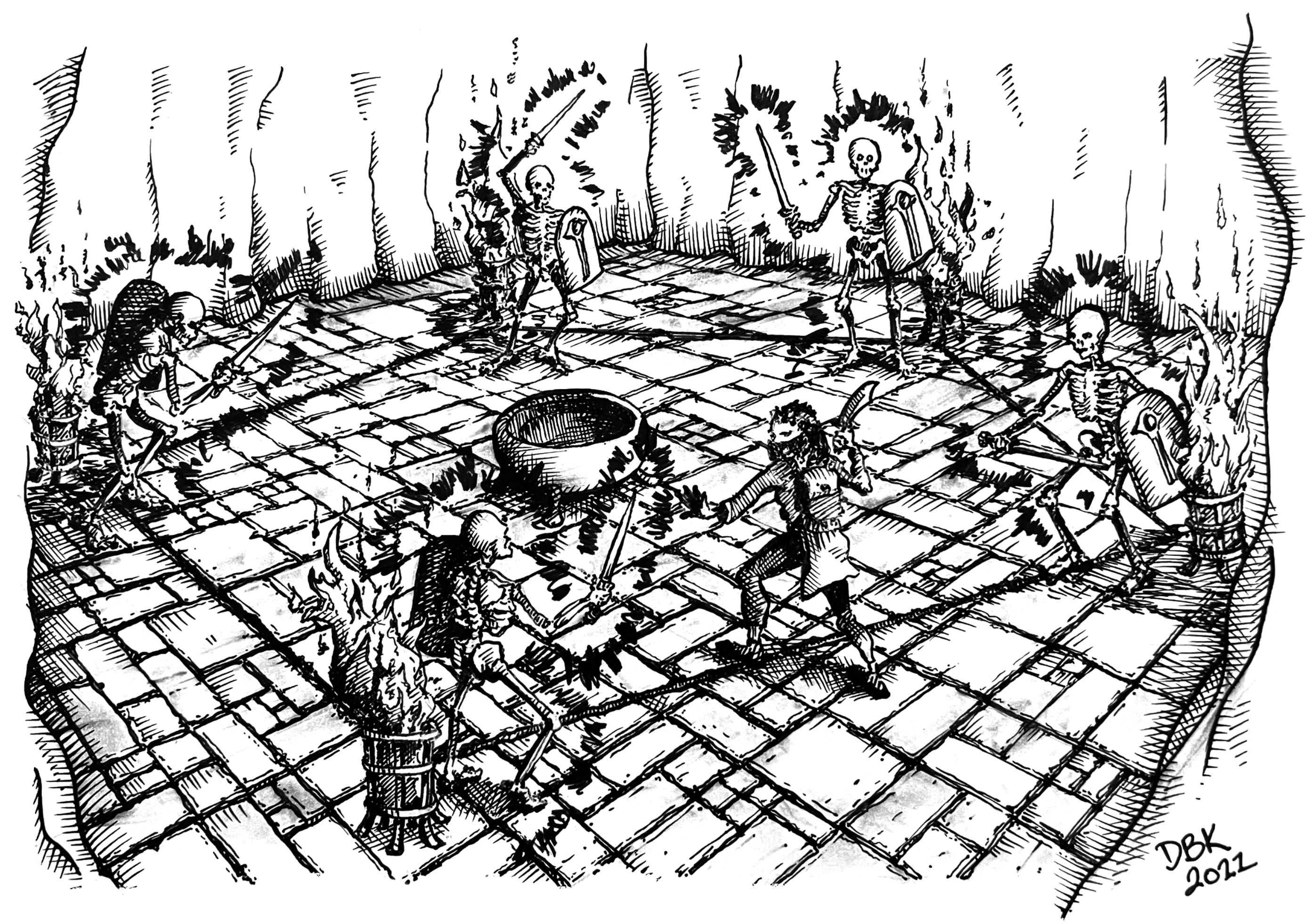
This dark room is finished stone, 30′ square. A set of stone steps climb into the darkness in the back corner of the room. Along the south wall are stacked numerous wooden casks. Scattered about the casks are three spring-loaded jagged jawed traps, each about 3′ long. Oddly, each trap is baited with a few gold coins.

This room is the cellar of the Manor House, in the village. The short flight of steps leads up to a solid trap door which opens up into area V-5D. It's barred from above and needs to be forced with a successful DC 15 Strength check, or destroyed with weapon blows (AC 20, 15 hit points). Either process causes quite a bit of noise, which likely alerts anyone on the first or second floor of the Manor House and has a 25% chance of attracting a wandering monster from Dungeon Level 1 (see table above).

There are 11 casks, each holding about 60 gallons of common quality wine. The casks once bore wood-engraved labels on the origin, but these have been scorched to illegibility. Each cask of wine is worth 15 gp.

The three spring-loaded traps are obvious and can be easily avoided. Each is attached to the floor with a metal bolt. They are designed to capture and kill giant rats. If the gold coins are disturbed, there is a 4-in-6 chance the trap is sprung. The creature must make a successful DC 12 Reflex save, with failure indicating 1d8 damage and the target is restrained (DC 12 Strength check to escape). The traps can be triggered with any object longer than 4′ or disabled by a successful DC 10 Disable Trap check. A successful DC 13 Pick Pocket check removes the coins without triggering the trap. A sprung trap needs to be manually reset. Each trap is baited with 3 gp.





Area 1-19 — Pentagons and Passwords: *This is an expansive finished chamber with a flagstone floor. Fine curtains in good condition line the north, east and south walls. The room is softly illuminated by five battered bronze braziers, each located at a point in a pentagon engraved on the floor. In the center of the pentagon is a gold bowl.*

This room has a 30′ high ceiling. The braziers each burn with non-extinguishable, magical fire. The braziers and curtains are mundane and worthless. The gold bowl is worth 50 gp.

If the perimeter of the pentagon is crossed without uttering the following passphrase aloud: "*Set, Set, Merchant of Death, Let All the World Feel Your Soul-Chilling Breath*", a line of fire ignites from each brazier and races out along the floor to the gold bowl. There is a puff of smoke, and 5 **skeletons** appear, one at each point of the pentagon, each round until a total of 10 **skeletons** per living creature in the chamber have arrived. Thus, if there are six characters, 60 skeletons appear, although this takes 12 rounds. These skeletons are only armed with short swords but carry shields. They swarm to attack, moving off their arrival location on their first action, to make room for others coming.

If Rufo is with the party, he knows the passphrase and is willing to share it, but there is a 30% chance he misquotes it.

There is a secret door located along the south wall, behind the curtain. From this room, it requires a DC 13 Intelligence check to locate. From the corridor side, the check is made at DC 10, because the corridor ends at a blank wall.

Skeleton (60): Init +0; Atk claw +0 melee (1d3) or short sword +0 melee (1d6); AC 10; HD 1d6; hp 4 each; MV 30′; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C; Crit U/d6.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 1-20 — A Converted Crypt: The secret door in the east niche is a potential entrance to this crypt. It can be discovered with a successful DC 13 Intelligence check from either side.

The air is stale in this dusty crypt. Along the south wall is an unassuming stone sarcophagus with its lid in place. The west end of the room is open to corridors leading to the north and south. In the northeast is a niche that contains a pile of discarded bones.

This was once the crypt of an early patriarch of Mitra who led the construction of the shrine above. His bones lie in a jumble in the northeast niche and his stone coffin has been converted to store treasure. If the bones are examined, a successful DC 8 Intelligence check reveals they belong to a single human body.

The lid of the coffin can be easily slid off. Inside are 1,000 sp, 500 gp, a zircon (worth 50 gp), a tourmaline (worth 10 gp), a cream-colored pearl (worth 100 gp), a silver lion mask (worth 250 gp) and a *+1 shield*, embossed with the lion of Mitra in red and gold.

If a *detect magic* is cast on the shield, it glows green for 1d4 minutes, showing a map of the location of the *Heart of Law* (see Appendix D and area 1-42). This is displayed on **Player Handout 6**. The spell may be cast twice. After that, the map fades forever. Roll a 1d4 and grant the players that many minutes of real time for the duration of each spell cast to examine the player handout. Please note that the map is 350 - 400 years old and does not accurately depict the entire dungeon.

Should a PC treat the bones with respect and reinter the remains in the sarcophagus, they are rewarded with +1 Luck (maximum of 18).

Area 1-21 — Basement of Overlord's Inn: The double doors to the south are locked (Avvakris has a key). They can be opened with a successful DC 15 Pick Lock check, or bashed in with weapons (AC 17, 20 hit points). The latter method of opening is loud and has a 75% chance of attracting a wandering monster. The double doors lead to the temple below (area 1-22).

Depending on which entrance the characters use, the judge might need to alter the read aloud text.

This finished chamber appears to be a larder. Two large wooden casks and several stacks of crates are along the east wall. Scattered about the casks and crates are three spring-loaded jagged jawed traps, each about 3' long. Each trap is baited with a few gold coins. A side of partially dressed beef hangs from a bloody hook mounted on the ceiling. A set of stone steps leads up to a closed wooden trap door.

This is a storeroom, used by the staff of the Overlord's Inn. The wooden casks are full of common quality wine while the boxes contain non-perishable foodstuffs. The side of beef is fresh. Each cask of wine is worth 15 gp.

The three spring-loaded traps are obvious and can be easily avoided. Each is attached to the floor with a metal bolt. They are designed to capture and kill giant rats. If the gold coins are disturbed, there is a 4-in-6 chance the trap is sprung. The creature must make a successful DC 12 Reflex save, with failure indicating 1d8 damage and the target is restrained (DC 12 Strength check to escape). The traps can be triggered with any object longer than 4' or disabled a successful DC 10 Disable Trap check. A successful DC 13 Pick Pocket check removes the coins without triggering the trap. A sprung trap needs to be manually reset. Each trap is baited with 3 gp.

If the room is entered from the southern double doors, the trap door at the top of the steps is barred shut. The trap door needs to be forced with a successful DC 15 Strength check, or destroyed with weapon blows (AC 20, 15 hit points). Either process causes quite a bit of noise, which likely alerts anyone in the Overlord's Inn kitchen or near the immediate vicinity.

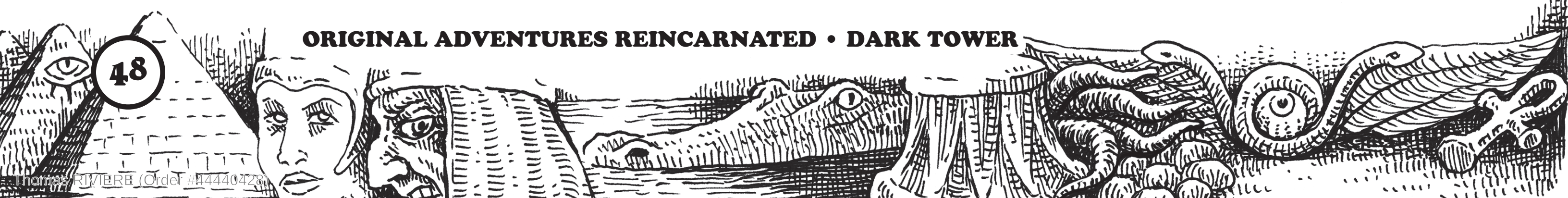
Area 1-22 — Upper Temple of Set: There is a 10% chance that a service is taking place in this temple when the characters arrive. If so, all villagers are here in the pews, while Avvakris, assisted by his daughter, leads a ceremony. The judge needs to alter the read aloud text if this is the case.

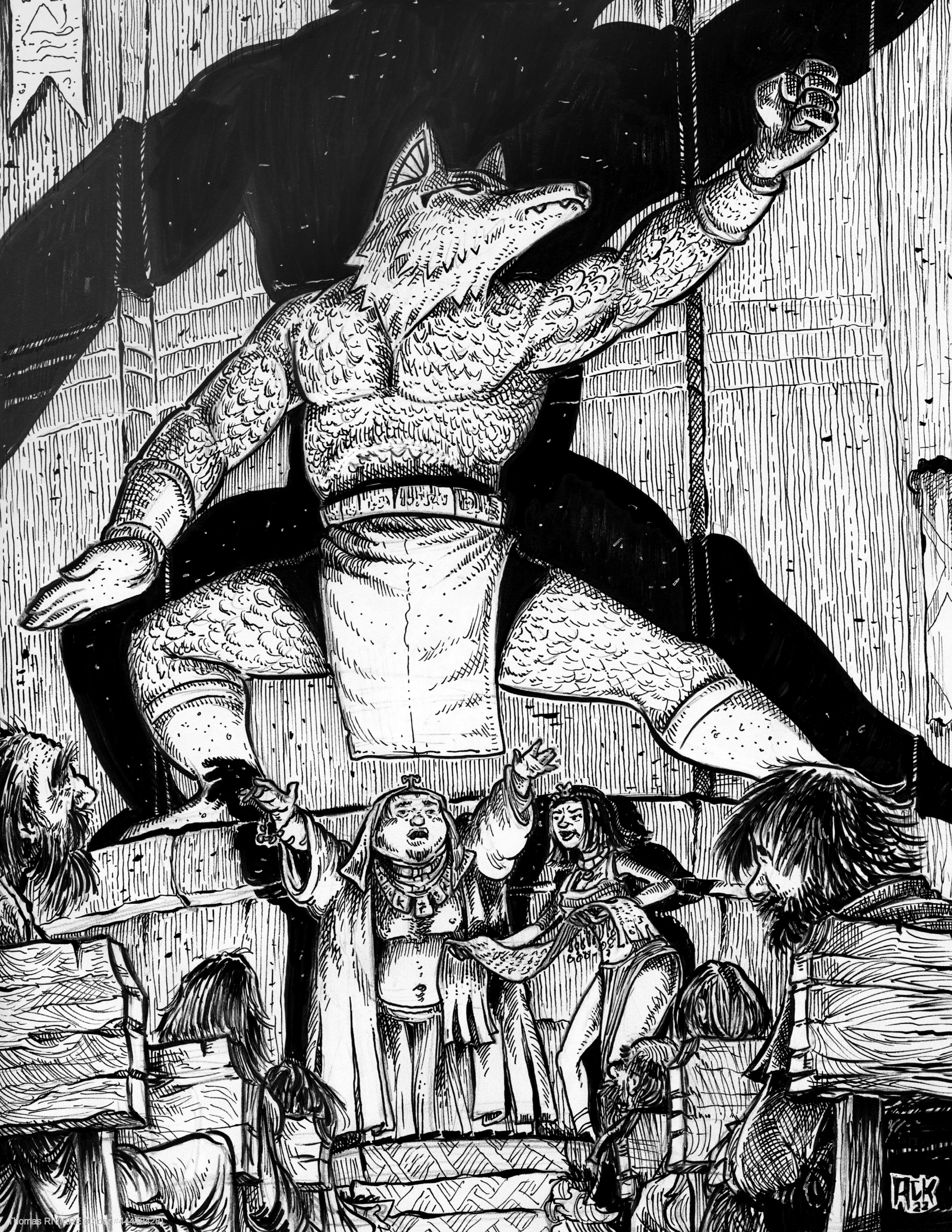
This finished hall has a polished inlaid black marble tile floor. The east and west walls are inscribed with pictures depicting a serpent-like deity reigning chaos and destruction. Five rows of varnished oak pews divided equidistantly with two walkways occupy the nave. The front of the temple is the main worship area, complete with four gold braziers providing flickering illumination. The back wall is curtained and centered on it is an 8' tall statue of a heroically proportioned male, but with the head of a jackal, a scaly body and adorned in Egyptian-style clothing.

This is the main temple and worship hall of the evil villagers. The ceiling is 20' high here. The braziers are lit with non-extinguishable, magical fire and shed bright illumination in the front of the chamber, but only dim conditions in the rear. The inscribed pictures on the walls are graphic and nauseating. The pews are worn and the back few display signs of gnawing (from giant rats). The four braziers are gold, inlaid with silver filigree (each worth 50 gp). The statue of Set is solid serpentine with 1,000 malachite scales set into the stone (each worth 15 gp). It takes about 1 minute to remove five scales. Its eyes are yellow topazes (each worth 100 gp) and bear a mild enchantment to softly glow. But if removed from the statue, the gems cease to glow.

There is a pair of secret doors behind the statue and curtains on the south wall. The doors can be detected with a successful DC 13 Intelligence check, but opening the doors also requires finding the nearby release. This is a stone set on the statue's base that must be depressed to release the door locks. It can be located with a successful DC 15 Intelligence check. The secret doors cannot be opened from the southern side (area 1-23).

There is another secret door in the southeast corner of the room, also behind the curtains. It can be located with a





successful DC 15 Intelligence check from this room. From the corridor side, the difficulty of the check is 12. The secret door conceals a passage to area 1-24.

The curtains at the south end of the hall depict Mitra to be weak, senile and perverse. Eventually, moving left to right, his death is detailed, to the delight of a triumphant Set and his followers.

The statue of Set is depicted as **Player Handout 7**. Any attempt to pry loose any of the scales or the gems from the eye sockets and it animates (**living statue**) and immediately attacks!

Living statue (stone): Init +6 (surprise); Atk slam +3 melee (1d8); AC 16; HD 3d8; hp 24; MV 30′; Act 1d20; SP surprise; SV Fort +4, Ref -2, Will -2; AL N; Crit M/d8.

Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

Any humanoid death in the room has a 2% cumulative chance of summoning the presence of Set. If Set appears, he possesses the dead body, transforming it into a **corpse possessed by Set** (see Appendix B), a 7′ tall warrior with a jackal's head and scaly muscular body. The corpse summons **minions of Set** and attacks, seeking to destroy all living creatures in the temple (enemies or loyal worshippers).

Corpse possessed by Set: Init +6; Atk slam +7 melee (2d6+5); AC 20; HD *special*; hp *special* (HDx10); MV 30′; Act 2d20; SP summon minion, immune to poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 M/varies.

Hit Dice: A corpse possessed by Set has a number of d10 HD equal to those of the corpse it is inhabiting. The corpse possessed by Set has maximum hit points.

Summon minion: As an action, a corpse possessed by Set can summon a **minion of Set**. The minion appears within 50′ of the corpse possessed by Set and acts as an ally. It remains for 6 rounds, or until killed, the corpse possessed by Set is destroyed, or it is dismissed with an action. A corpse possessed by Set may summon a total of one minion of Set for each 3 Hit Dice it has (rounded up).

If the host corpse is destroyed, there is a 20% chance that Set possesses another corpse. This chance increases by 10% each time a new creature is possessed (max 90%). Failing to do so, Set disappears along with any summoned minions.

Minion of Set (type I demon, Set): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 120′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting (1/hour): A small number of cobras and vipers can spit poison. The spittle is a spray 30′ long x 20′ wide at its terminus. All within are affected by the snake's poison.

Area 1-23 — Entryway into the Crypts: *This appears to be an antechamber. The walls are smooth and finished, as is the ceiling. The floor is polished fitted black tiles. Centered on the south wall is an oval mirror, perhaps 4′ high. The peak of the mirror's golden frame is fashioned like a skull. The east and west entrances are guarded by a motionless skeletal form wearing bronze plate armor, holding a greatsword, its point on the ground.*

Skeletons wearing bronze plate armor guards each of the east and west entrances to this antechamber. If *Avvakris' ring* (see Appendix D) or a representation of it (such as a wax seal) is prominently displayed to the skeleton, it does not attack.

Skeleton (2): Init +0; Atk claw +0 melee (1d3) or two-handed sword +0 melee (1d10); AC 17; HD 1d6; hp 6 each; MV 30′; Act 1d20; SP un-dead traits, split, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C; Crit U/d6.

Split: If not destroyed in one hit, the skeleton splits into two identical skeletons with full hit points.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

The mirror is securely mounted on the wall, both physically and magically. If left intact, the mirror can be used as a *crystal ball* (see Appendix D). Removing the mirror is a two-step process, requiring a *dispel magic* spell (spell check result of 27+) and a successful DC 15 Strength check. But doing this destroys the enchantment on the mirror, rendering it a mundane object.

If the mirror is destroyed (AC 13, 5 hit points, vulnerable to bludgeoning damage (double damage)) any remaining skeletons crumble to dust.

Area 1-24 — Ancient Patriarchal Crypt: *This room appears to be a crypt, although there are no doors. Along the east wall is a sealed stone sarcophagus. A decrepit male human wearing tattered rags is slumped at the base of the sarcophagus, muttering to himself. An iron collar is affixed around his neck and is attached to a thick length of chain that meanders to a ring sunk into the stone floor. The faint whiff of incense can be detected on the air here.*

This room was once a crypt but has since been converted to a robing and meditation room for Avvakris. The village leader and his attendants prepare here prior to services in area 1-22.

The broken male human prisoner is the venerable **Verus Vorum** (see Appendix C). He tends the items here and is forced to assist Avvakris and his clerics.

Half of the time (roll randomly), he is good and kindly requests that he be freed from his bonds and taken away from this place of evil. He is aware of the concealed crossbow trap (and can direct the characters to the concealed niche, if he is "good"), but he is not aware of the poison needle trap on the padlock on the sarcophagus. But the other half of the time, he is evil. In this case, he begs to be freed from his bonds, but seeks to betray his saviors. Every round that Verus is in a "pressure" situation (such as combat), there is a 30% chance he switches alignment. Hidden under his tattered rags is a small cudgel he can wield as a club.

Verus Vorum (cleric): Init +0; Atk club +2 melee (1d4); AC 10; HD 3d8+2; hp 18; MV 30'; Act 1d20; SP increased healing (good, +1 to *lay on hands* HD), sworn against Mitra/Set, unstable personality, cleric abilities ((+3 spell check): *divine aid, lay on hands, turn unholy*), spellcasting (+3 spell check): Spells (good): (1st) *bless, detect magic, holy sanctuary, paralysis, protection from evil;* (2nd) *restore vitality, neutralize poison or disease; OR* Spells (evil): *holy sanctuary, paralysis, profane flame* (see Appendix D), *protection from good, silence* (see Appendix D), *word of command;* (2nd) *curse*; SV Fort +2, Ref +1, Will +3; AL L; Crit III/d8.

Sworn Against Mitra/Set: A cleric of Mitra/Set is sworn to defeat the minions of Set/Mitra. When battling the forces of Set/Mitra, the cleric gains a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks as well as a +3 AC bonus versus attacks by Set's/Mitra's minions. The forces of Mitra include any clerics devoted to Mitra, enemies prominently using a *Mitraic relic*, lions and lion-like creatures, commoners, and all traps in the White Tower of Mitra itself. Forces of Set include any clerics devoted to Set, minions of Set, animated statues in the likeness of Set, Lesser or Chosen Sons of Set, giant snakes, and all traps in the Dark Tower itself.

Unstable personality: There is a 30% chance per round of combat that Verus changes from Good to Evil.

Verus is chained to the base of stone sarcophagus with 10' of heavy iron chain. The collar has been forged around his neck, so it can't be unlocked. The chain can be burst with a successful DC 18 Strength check.

The stone sarcophagus is locked with a bulky iron padlock and doubly trapped. The lock has a poison needle concealed in it. It can be discovered with a successful DC 15 Find Trap check and disarmed with a successful DC 17 Disable Trap check (triggering on a failure). The needle trap is disabled if the key (Avvakris has it) is used. If triggered, it causes 1 damage and the target is poisoned, suffering 4d8 damage each round for 6 rounds (DC 13 Fort negates, target may repeat this saving throw at the end of each round, ending the poison effect with a success).

The lid of the sarcophagus is also trapped. If opened, a tripwire triggers a heavy crossbow with a poisoned bolt concealed in a niche covered with a gray canvas on the opposite wall. The concealed niche can be found with a successful DC 10 Find Trap check. The tripwire on the lid can be found with a successful DC 15 Find Trap check. This trap can be disabled with a successful DC 12 Disable Trap check. If the concealed crossbow is found first, the DC to disable this trap is 10. Triggering the trap fires a bolt at a target in front of the sarcophagus for 1d10 damage plus poison (3d8, DC 12 Fort negates).

Locked in the stone sarcophagus are the following ceremonial items that all belong to Avvakris: a green scaled cape (worth 80 gp), an Egyptian-style gold headdress (worth 100 gp), a jade collar (worth 200 gp), an obsidian dagger (worth 36 gp), and a serpent headed staff (75 gp).

Area 1-25 — Purification Chamber: *This hall is 30' wide and 60' long. The ceiling and walls are smooth finished stone, and the floor is fitted flagstones. In the center of the room is a stone pedestal, with a golden bowl resting on its flat top. A large pair of eyes are painted on the north wall.*

This is a purification room used by Avvakris and his priests. The ceiling is 15' high and there is no illumination here. The bowl bears a minor enchantment and is warm to the touch. It contains warm, non-coagulating blood. If the blood in the basin is sipped and a dab placed on both eyelids, the target gains *wizard sense* (as the spell, spell check result of 34), and may gaze into any one room so desired in the entire dungeon complex as long as it's not specifically warded.

Performing this ritual and gaining *wizard sense* is a Chaotic act, since the blood in the basin is human. If performed willingly by a Lawful creature, they lose 1 point of Luck.

If the blood is drunk or sipped, but the ritual is not completed by dabbing the eyes within 1 minute, the character must make a successful DC 13 Fortitude save or be transformed into a berserk **giant viper** with hit dice equal to the creature's former hit dice (re-roll hit points with 8-sided hit dice). The giant poisonous snake attacks at once. A *remove curse* (moderate) is the only way to end the effect.

There are a pair of secret doors on the east wall. They can be found with a successful DC 15 Intelligence check. But the trigger to release the catch must also be located to open the doors. At the base of the wall to the left of the doors is a concealed button that needs to be pushed in to release a pin holding both doors shut. This button (designed to be triggered with a foot) and its operation can be discerned with a successful DC 12 Find Trap check. Otherwise, the double doors need to be forced with a successful DC 15 Strength check after they are located.

Viper, giant: Init +6; Atk bite +8 melee (3d6 plus poison (DC 12 Fort save or lose 1d4 Stamina)); AC 16; HD *special*; hp *special*; MV 30'; SP 15% spitting; Act 1d20; SV Fort +6, Ref +4, Will +2; AL N; Crit M/varies.

Area 1-26 — Chamber of the Undying Elven Swordsmen: *The air here is stale and dry, and the floor is covered with a thick layer of dust. The corridor empties into an oblong natural cavern. Along the walls are 10 statues. Their occurrence seems haphazard although two flank all of the entrances and exits of this chamber. Each statue appears to be a member of the warrior hosts of Elfland, wearing chainmail and armed with thin blades.*

This chamber (and area 1-27) is hidden by double secret doors, unbeknownst to the forces of Chaos. One pair is in area 1-25, and the other pair is from the corridor leading to area 2-18. The set in the corridor can be located with a successful DC 15 Intelligence check.

This room appears to have been undisturbed for many years. There are no tracks or marks in the dust on the floor. The ceiling is 15' high, and although irregular, it lacks stalactites. The location of 10 statues of elven warriors are depicted on Map# 5.

If any creature tries to enter area 1-27, the statue to the right of the entrance transforms to a flesh and blood **undying elven leader** (see Appendix B) and blocks the passage. He wears strange glassy lenses over his eyes that grant him *true sight*, so he can see through darkness, illusions, and invisibility. He utters the following in Elf:

> *"What is your reason for entering yon chamber?"*

If the reason given is satisfactory (to defeat Set and his evil allies) or something similar and the speaker is of Lawful alignment, the undying elf leader lets them pass. If not, or if the creature is Chaotic, the elf leader gives a whistle and the other statues assume flesh and blood form, transforming into nine **undying elven warriors** (see Appendix B). The undying elven warriors move into melee and fight with passion. These constructs fight until destroyed, but when reduced to 0 hit points, they revert to statue form and begin to regenerate (as per *Undying*). Once at full hit points, if Chaotic creatures are still in the room, the undying elven warriors transform and continue the fight.

Undying elven leader: Init +3; Atk longsword +3 melee (1d8+1); AC 17; HD 6d6; hp 30; MV 30'; Act 2d20; SP infravision 60', undying, immune to magical *sleep* and paralysis; SV Fort +2, Ref +2, Will +4; AL L; Crit II/d12.

Undying: If reduced to 0 hit points, the undying elven leader instead is reduced to 1 hit point and reverts to statue form. In statue form, it heals 3 hit points per minute. After 1 turn, it can revert to elven form again if it senses any intruders within 60'.

Undying elven warrior (9): Init +3; Atk longsword +3 melee (1d8+1); AC 17; HD 4d6; hp 20 each; MV 30'; Act 1d20; SP infravision 60', undying, immune to magical *sleep* and paralysis; SV Fort +2, Ref +2, Will +2; AL L; Crit II/d10.

Undying: If reduced to 0 hit points, the undying elven warrior instead is reduced to 1 hit point and reverts to statue form. In statue form, it heals 3 hit points per minute. After 1 turn, it can revert to elven form again if it senses any intruders within 60'.

The undying elf leader wears *lenses of the Elf King.*

***Lenses of the Elf King*:** Grants *true sight* to the wearer. The vision of the wearer of these lenses extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. The wearer can see invisible creatures and is never fooled by illusions, glamours, or phantasms.

Area 1-27 — Marvelous Gate of Teleportation: *This is another plain natural chamber with irregular walls and ceiling. On the opposite end of the dusty room is a free-standing stone arch. This semi-circular arch has a radius of perhaps 20', its surface carved with numinous runes inlaid with gold.*

This room is featureless, save for the stone arch. The arch is a teleportation gateway. Examination by an elf or wizard with a successful trained DC 15 Intelligence check reveals this information. The runes form a repeating pattern of three sigils (see **Player Handout 8**). This pattern can be discovered with a successful DC 10 Intelligence check. If any three different sigils are touched in left to right order, the teleporter activates and remains open until the end of the toucher's next initiative count. If passed through, the creature is teleported into the White Tower of Mitra (area E-19). If the creature is Chaotic, it arrives at area E-19 having been struck blind for 1 minute, suffering a -8 penalty to attack rolls, and only able to move in a random direction at half speed.

It takes two hours' time, but the gold inlay could be scraped out of the runes, yielding 50 gp of gold filings; doing so, however, breaks the enchantment on the teleporter.

Area 1-28 — The Crypt of Avvaar: This crypt is concealed by a secret door. It can be found with a successful DC 15 Intelligence check. Triggering the door requires pulling down a nearby torch sconce on the north wall.

The secret door reveals a short passage and then a 30′ square crypt. The air is dry, stale, with a hint of decay. Along the back wall is a stone sarcophagus, its lid partially pushed to the side. The walls here once were adorned with hieroglyphics, but have since been defaced with scratching, perhaps by talons.

This is still a crypt, although not for its original occupant. It has been repurposed for **Avvaar**, Avvakris' oldest son. He was killed by divine pox during a foray into the White Tower. The hieroglyphics on the walls can't be deciphered due to the deep etched damage from the current occupant.

Avvaar is now a **gravewight** (see Appendix B) and resides in the sarcophagus. He is aware when creatures enter his crypt but waits until a creature begins to remove the lid all the way, before bursting out and attacking with surprise. He doesn't wear armor and lacks any weapons, so he attacks with life-draining blows from his taloned hands. A hand-shaped mass of scar tissue is visible on his chest.

Avvaar (gravewight): Init +3 (surprise); Atk claw +8 melee (1d4 plus XP drain (1d10, DC 13 Will save negates)); AC 17; HD 6d8; hp 30; MV 40′, climb 20′; Act 1d20; SP immune to non-magical weapons, un-dead traits; SV Fort +5, Ref +7, Will +5; AL C; Crit U/d12.

Un-dead traits: Gravewights are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

XP drain: Experience lost to the gravewight does not reduce a PC's level but must be re-earned prior to being able to reach the next level. Characters reduced to 0 XP are slain and rise as gravewights.

Area 1-29 — The Crypt of Shamling, the Wine Merchant: This crypt is concealed by a secret door. It can be found with a successful DC 15 Intelligence check. Triggering the door requires pulling down a nearby torch sconce on the north wall.

The secret door reveals a short passage and then a 30′ square crypt. The air is dry, stale, with a hint of decay. Along the back wall is a stone sarcophagus secured shut with several thick iron chains.

This is now the crypt of **Shamling**, a former wine merchant that once plied his trade in the Village of Mitra's Fist (see area V-8). But he ran afoul of Avvakris and was slain by his associates. His body was brought here and interred. The sarcophagus is sealed with Avvakris' signet in wax (see **Player Handout 2**). The chains must be burst with a successful DC 15 Strength check to open the sarcophagus. Inside is the dried body of a human male in decaying merchant robes.

Shamling is now an unquiet dead, a **ghost**. He is aware of any creatures that enter his crypt, but waits to attack with surprise while a creature struggles with the chains.

Shamling (ghost): Init +2 (surprise); Atk draining touch +6 melee (1d4 physical attributes); AC 10; HD 2d12; hp 15; MV fly 40′; Act 1d20; SP un-dead traits, turn invisible (at will), rattling chains, incorporeal, immune to non-magical weapons; SV Fort +2, Ref +4, Will +6; AL C; Crit U/d8.

Un-dead traits: Ghosts are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Shamling will pass through the sarcophagus to attack. Cursed in this un-dead form, only the death of Avvakri will grant him peace. Shamling fights until destroyed. If turned by a cleric, he flees back into the sarcophagus.

Area 1-30 — Portal of Fear: This crypt is concealed by a secret door. It can be found with a successful DC 15 Intelligence check. Triggering the door requires pulling down a nearby torch sconce on the north wall.

The secret door reveals a short passage and then a 30′ square crypt. The air is dry, stale, with a slight musky scent. Along the back wall is a sealed stone sarcophagus.

This is another crypt, but it's not being used as such. The sarcophagus is sealed with a thin bead of once-molten lead that has since hardened. Using a sharp implement (such as a dagger blade), the seal can be broken with about 1 turn of work. The sarcophagus is empty but searching the bottom with a successful DC 13 Intelligence check (elves receive +4 to this check) reveals a secret trap door.

The trap door in the sarcophagus opens up into a slanting shaft that leads down to the sloping roof of the Dark Tower. At the base is a crud-coated quartz window. Scraping away the crud takes about 1 turn, revealing the face of the lich, Pnessutt (area L-22). He heard the scraping noise and investigated it.

The quartz window is heavily protected; it can't be destroyed. area L-22 does not exist on the material plane, instead existing as a self-contained demi-plane on an upper level of Hell and thus all attempts to magically access the area fail.

Area 1-31 — Teleportation Trap: *The secret door reveals a short passage and then a 30′ square crypt. The air is dry, stale, with a pang of organic decay. Along the back wall is a plain wooden box.*

The walls, ceiling and floor of this crypt are all nondescript. The only item of note is a plain wooden box, about 2′ square. The wooden box is locked, but there is no keyhole. If a living creature touches the box, all of the contents of this room (including the box) are teleported to area 3-10. Locked in the wooden box is 30 sp and a fragile glass vial filled with poison gas. The only way to open the box is via weapon blows (AC 17, 5 hit points). If the box is broken, the glass vial inside shatters releasing poison gas in a 5′ diameter cloud doing 4d8 damage (DC 13 Fort save for half damage). Each round the gas increases by 5′ in diameter, before dissipating a round after it reaches 20′ diameter. Once it reaches 15′ diameter, the gas has so thinned out that the Fort save DC is reduced to 10.

Area 1-32 — An Army of Un-dead: A 20′ wide section of the east wall is an illusionary wall (leading to area 1-34). If interacted with, the illusion can be easily discovered, as everything simply passes through the wall. Otherwise, it takes either a successful DC 12 Intelligence check to discover or a DC 12 Will save to discern the illusory nature of the wall from a distance.

The corridor spills into a massive hall, at least 60′ wide and 110′ long. The ceiling is arched, and peaks at about 20′ overhead. Occupying this hall are rows and columns of un-dead, too many to count. The first few rows are animated human bodies, but with glazed-over eyes. Beyond are ranks of skeletons, a few wearing armor, but most with tattered cloth covering their bleach white bony forms.

A host of 8 **zombies** and 30 **skeletons** holds sway here. All of the un-dead stand at attention in even rows, with the zombies in front (two rows of four) and the skeletons at the rear (five rows of six). One round after living creatures enter here, they surge to attack. They attack until destroyed. If turned, they flee to area 1-33.

If *Avvakris' ring* (see **Player Handout 2**) or its design (such as a wax seal) are presented forcefully to these un-dead, they do not attack and allow passage by the creatures.

Four of the zombies are "fresh" looking, having been recently animated. This can be discerned with a successful DC 8 Intelligence check. These four were members of the ill-fated Caravan of Mumchandar (see The Village of Mitra's Fist, Chapter 2) that disappeared shortly after the characters arrived in the village.

Zombie (8): Init -4; Atk bite +3 melee (1d4); AC 9; HD 3d6; hp 12 each; MV 20′; Act 1d20; SP un-dead traits; SV Fort +4, Ref -4, Will +2; AL C; Crit U/d8.

Skeleton (3): Init +0; Atk claw +0 melee (1d3) or short sword +0 melee (1d6); AC 17 (full plate); HD 1d6; hp 5 each; MV 30′; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C; Crit U/d6.

Skeleton (27): Init +0; Atk claw +0 melee (1d3) or short sword +0 melee (1d6); AC 9; HD 1d6; hp 3 each; MV 30′; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C; Crit U/d6.

Un-dead traits: These creatures are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Three of the skeletons clank around in plate armor while the rest wear tattered rags that look similar to merchant's clothing.

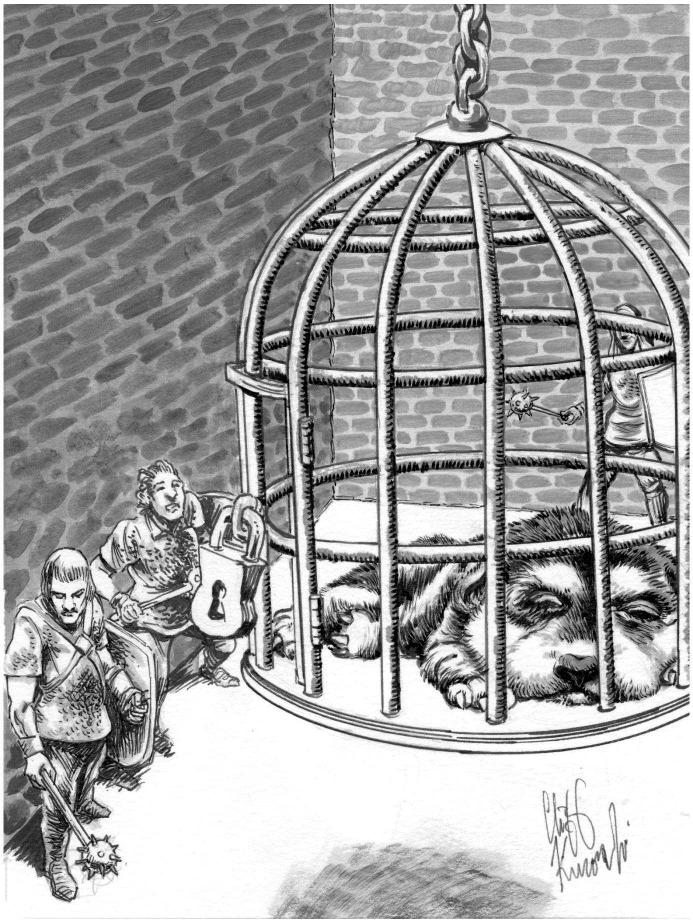
Area 1-33 — Murkey's Prison: *This is another large hall with finished walls and ceiling. The floor is fitted flagstones. The ceiling is 30′ overhead and suspended from it via a chain is a metal cage, perhaps 10′ above the floor. A cute orange-brown precocious puppy dog is curled up, fast asleep on the floor of the cage. Below the cage, two human warriors wearing scale mail and carrying shields and morning stars stand at each of the cardinal compass points around the cage. In the northeast corner of the room is half of a 10′ high smooth black stone pyramid.*

This hall has been converted to a guard room for a very special prisoner, captured by Haffrung Helleyes over 300 years ago. Locked in a cage in this room's center is a small, cute mastiff puppy. Haffrung has the only key, but the lock can be picked with a successful DC 20 Pick Lock check. The bars could also be bent enough to extract the puppy, but this requires a successful DC 15 Strength check. The chain can be burst with a successful DC 18 Strength check. Emanating from the cage is a permanent *silence* spell (see Appendix D). The cage has AC 22 and has 15 hit points.

In the northeast corner of the room is half a black pyramid, attached to the wall. This is the capstone of the Dark Tower, although there is no entry from this point.

The two warriors at each cardinal compass point around the cage (eight total) are **veteran mercenaries** (see Appendix B), each wearing scale mail armor.

Mercenary, veteran (8): Init +0; Atk morning star +4 melee (1d7) or dagger +4 melee (1d4) or +2 missile fire (1d4) or flaming oil +2 missile fire (1d6 plus DC 12 Reflex save or catch fire for 1d6/round until extinguished, range 20); AC 15; HD 4d8; hp 18 each; MV 30′; Act 1d20; SP skilled combatant (reroll 1s on damage rolls); SV Fort +1, Ref +1, Will +0; AL C; Crit 19-20 IV/d16.



The mercenaries are tasked with guarding the special prisoner. They attack without question, attempting to use their numbers to get an advantage on the characters. They fight to the death, fearing Haffrung's wrath if they fail in their duty.

The puppy dog is in reality the shape-changed form of **"Murkey" Murkaganth** (see Appendix C), a dragon who has been held in magical *sleep* for the last 300 years. The slumber can be ended by casting *dispel magic* (spell check result of 24+) or by submerging the puppy in salt water for 1 minute.

Murkaganth "Murkey" (small, ancient dragon): Init +5; Atk claw (x2) +7 melee (1d8) and bite +7 melee (1d12) and tail slap +7 melee (1d20) and wing buffet +7 melee (2d12) or breath weapon (special); AC 23; HD 5d12; hp 40; MV 40′; Act 5d20+1d20 (spells); Languages: Common, Angelic, Dragon, Eagle, Wolf; SP armored hide (+4 AC), breath weapon (fire, 2/day), change shape (puppy), change shape (osprey), petrifying gaze (DC 15 Will save or permanently turned to stone), spellcasting (+4 spell check): Spells (1st) *enlarge, spider web;* (2nd) *invisibility;* (3rd) *fireball*; SV Fort +5, Ref +5, Will +5; AL L; Crit DR/d14.

Breath weapon (fire, 2/day): As an action, Murkaganth breathes fire in a line 10′ wide x 50′ long, inflicting damage equal to Murkaganth's hit points (DC 13 Reflex save for half damage).

Area 1-34 — The Flaming Guardian: The passage to this room from area 1-32 is hidden from view by an illusionary wall; it takes either a successful DC 15 Intelligence check to discover or a DC 15 Will save to see through. A cloud of magical fog obscures vision from the antechamber into area 1-34.

Passing through an illusionary wall, you arrive in a small antechamber. To the north is a 2′ tall red stone statue in an archway enshrouded by a billowing fog backdrop. The air smells faintly of sulfur.

If the statue is approached within 5′ a voice speaking in Common utters:

> "If the Room Beyond You Wish to See, Then Lay on Hands and Pass by Me"

Each character must place their hands on the statue or it forms into a wall of fire (*control fire* spell check result of 24) with a duration of 2 hours, fully blocking the entrance. PCs within 10′ of the wall suffer 1d6+4 damage per round, while those passing through the wall suffer 4d6+4 damage. If the statue is moved, tipped over, or attacked it transforms into a 7′ tall **flaming living statue** (see Appendix B) and attacks, defending the archway. This statue is susceptible to water and a flask splashed on it inflicts 1d4 damage.

Living statue (flaming): Init +6 (surprise); Atk weapon +3 melee (1d8 plus ignite (1d6/round (DC 12 Reflex save negates))); AC 16; HD 4d8; hp 30; MV 60′; Act 2d20; SP surprises 50% of time, wall of fire (1/day), vulnerable to cold and water (double damage), immune to *charm*, paralyzation, poison, and *sleep*, half damage from non-magical weapons; SV Fort +4, Ref -2, Will -2; AL N; Crit M/d10.

Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

Wall of fire (1/day): The flaming living statue forms an opaque wall of fire up to 60′ long x 20′ high and 1′ thick that lasts 2 hours. Creatures within 10′ of the wall suffer 1d6+4 damage per round, while those passing through the wall suffer 4d6+4 damage.

Once the statue and archway are passed, continue with the following:

Beyond the swirling foggy archway is a 50′ x 40′ plain chamber. In the middle of the room is a stone chest. To the north is a 2′ tall gray stone statue of an athletic male in an archway enshrouded by a billowing fog backdrop.

The unlocked chest is actually a part of the stone floor and is trapped. Concealed in the ceiling is a heavy crossbow trap that fires four bolts vertically from the ceiling directly at the chest. The trap can be detected with a successful DC 17 Find Trap check. But determining how to disable the trap is difficult, as the ceiling panel needs to be discovered with a second DC 17 Find Trap check. If the panel is found, the trap can be disabled with a successful DC 13 Disable Trap check. The trap is triggered by opening the chest. The four crossbow bolts target the 5′ area around the chest, hitting for 4d6+8 damage (DC 12 Reflex save for half damage).

Inside the chest is a bag that holds 100 tiger eye gems (each worth 5 gp). But each gem is cursed. If a successful *remove curse* (spell check result of 12+) is not cast on the gems within 1 hour after they are removed from the chest, they explode causing 1 damage per gem within a 10′ radius.

Area 1-35 — The Second Guardian: Once the foggy archway from area 1-34 is passed through, continue below:

Beyond the swirling foggy archway is a plain chamber about 40′ by 40′. The walls are finished, but a strange blue-gray shade. In the middle of the room is an iron-bound wooden chest. To the north is a 2′ tall colorless crystalline statue of a well-formed woman in an archway enshrouded by a billowing fog backdrop. The air here smells earthy.

The entrance to this room is similar to the entrance to area 1-34. Magical fog obscures vision to area 1-35 and a statue guardian blocks passage. If the statue is approached within 5′ a voice speaking in Common utters:

> "If the Room Beyond You Wish to See, Then Lay on Hands and Pass by Me."

Each PC must lay their hands on the statue again, but if any Chaotic PC touches it, a wall of stone 15" thick and the width of the archway is formed (modified *transmute earth* spell check result of 26) to block passage to all who wish to try thereafter. The wall lasts for 3 hours, before being reabsorbed into the floor once more. Any attempt to move, tip over or attack the statue, or destroy the wall causes it to transform into an 8-foot-tall animated **elder stone living statue** (see Appendix B). The animated statue attacks, preventing creatures from passing through the archway.

Living statue, elder (stone): Init +6 (surprise); Atk weapon +5 melee (1d8+2 plus slow (skip next round (DC 16 Will negates))); AC 16; HD 5d8+10; hp 35; MV 60′; Act 2d20; SP wall of stone (1/day), immune to *charm*, paralyzation, poison, and *sleep*, half damage from non-magical weapons, surprises 50% of time; SV Fort +6, Ref -1, Will -2; AL N; Crit M/d10.

Wall of stone (1/day): The elder stone living statue forms a wall of rock up to 15" thick and 50′ square. There must be pre-existing stone for the wall to connect to in order to create this barrier. The wall can be vertical or horizontal and can be fashioned into a ramp or bridge as needed. The wall is permanent barring effects that destroy magic.

In the center of the room is an unlocked iron-bound wooden chest. Inside the chest are 100 loose bloodstones (each worth 7 gp). These gems are also cursed. If the gems are removed from the chest without first casting a successful *remove curse* (spell check result of 16+) upon them, they bestow the curse of hesitation (see sidebar **Curse of Hesitation**) The only way the characters discover this curse is by observing their enemies moving much faster than they are, with a successful DC 12 Intelligence check during combat.

CURSE OF HESITATION (MINOR CURSE)

Target and all allies within a 40′ radius suffer a -1 Luck penalty, are reduced to half movement, and act only every other round (as per *slow,* spell check result of 22). The curse can only be nullified with a *remove curse* (spell check result of 16+) so long as all of the stolen gems are in the area of effect.

Area 1-36 — Diamond Ladies and Golden Bones: *Again, blocking entrance into the room is a 2′ tall, clear, colorless gem-like statue of a well-proportioned human woman against a backdrop of a mist-enshrouded archway.*

The archway to the room is obscured by magical fog. If the statue is approached within 5′ a voice speaking in Common utters:

> "If the Room Beyond You Wish to See, Then Lay on Hands and Pass by Me."

Each character must lay their hands on the statue, but if any non-Lawful creature touches its surface, a wall of force (*force manipulation* spell check result of 24) with a duration of 1 hour (or 50 points of damage) is formed. Any attempt to move, tip over or attack the statue, or destroy the wall of force causes the statue to transform into a 7′ tall **diamond living statue** (see Appendix B) and it attacks. If destroyed, it turns into a wall of force for 4 hours. After this duration the wall falls apart, becoming a worthless pile of broken glass.

Living statue (diamond): Init +6 (surprise); Atk fist +6 melee (1d8+3); AC 20; HD 5d8+15; hp 45; MV 30′; Act 3d20; SP surprises 50% of time, wall of force (1/day), immune to *charm*, paralyzation, poison, and *sleep*, half damage from non-magical weapons; SV Fort +7, Ref -1, Will -2; AL N; Crit M/d10.

Wall of Force (1/day): The diamond living statue creates a wall of force up to 10′ square per level in size. The wall cannot move but grants complete protection against all physical attacks, magic missiles, heat, cold, and lightning. The wall suffers the damage inflicted by such attacks. The wall lasts until 1d6+5 turns have passed or it has absorbed

50 points of damage. The living statue cannot attack through the wall.

Once the diamond living statue is passed, continue:

Beyond the swirling foggy archway is a plain 30′ x 40′ chamber. The walls are finished but colored in a strange blue-gray shade. In the center of the room is a golden chest upon which sits a skeleton of gold bones.

In the center of the room is a golden chest upon which sits a golden skeleton with legs crossed and hand on chin, clearly a pensive pose. Any living creature that approaches within 5′ of the skeleton must make a successful DC 15 Will save or become *charmed* by the skeleton. A *charmed* creature must stand still and answer the skeleton's following questions truthfully:

> "What is Your True Name and Identity?"
>
> "Is Your Disposition Lawful, Chaotic, or Neutral?"
>
> "What is the Reason for You Being Here?"

Each character that fails its saving throw must answer out loud and truthfully each question, or suffer 2d4 damage per lie (or refusal to answer). A PC also suffers 2d4 damage each round it moves. If the skeleton is attacked or interacted with, it becomes ethereal, but continues to ask questions. Once the three questions have been asked and answered by all targets, the effect ends.

The golden chest is worth 150 gp. After all questions are asked and answered, the skeleton crumples into a pile of golden bones (worth 480 gp, but weighing about 40 pounds). In the chest are 50 aquamarines (each worth 10 gp) and a lion-headed *+1 mace.*

Mace of Helson the Bold (+1 mace)**:** INT 12; AL L; Bane: un-dead (holy brand, when used along with a holy symbol during a turning attempt, all un-dead make their save against *turn unholy* with a -1d penalty); guardian spirit.

Guardian spirit: Although the mace is not a *Mitraic relic*, it is associated with a Lion of Mitra (see **The Lions of Mitra**) named **Helson the Bold**. Helson was a brash, overconfident, and boisterous cleric of Mitra.

The 10′ square closet in the northwest corner of the room is disguised by a permanent illusion; it takes either a successful DC 15 Intelligence check to discover or a DC 15 Will save to see through. It conceals a vertical shaft going up to the fortress tower in the village (area V-11). The top is mortared shut and needs to be destroyed to break through. The mortared wall has AC 20, and it has 60 hit points. If the characters enter this chamber via the shaft from the village above, this causes the statue to animate and attack.

Area 1-37 – Room of Carrion: *This hall is at least 70′ wide, north to south and at least double that long. The ceiling, covered with peeling paint, is arched, about 30′ high at the peak. The opposite wall is covered with rotting curtains from ceiling to the floor, although the lower few feet appear to be burned and jagged. The floor is covered with human skeletons and rotting human corpses. The stench of death is overpowering here.*

This was once a main hall of worship. But now, the villagers use it to dispose of unwanted bodies. The hundreds of rotting bodies and skeletons make the entire chamber difficult terrain, reducing movement through it to half normal speed.

The stench of rot gags and sickens creatures who enter this forsaken chamber, unless they make a successful DC 12 Fort save. Failure indicates being incapacitated due to retching and reeling for 5d10 rounds, followed by -2 to all attacks and saving throws for 1 hour. Even if the saving throw is successful, a creature needs to repeat the saving throw for every turn spent in the chamber.

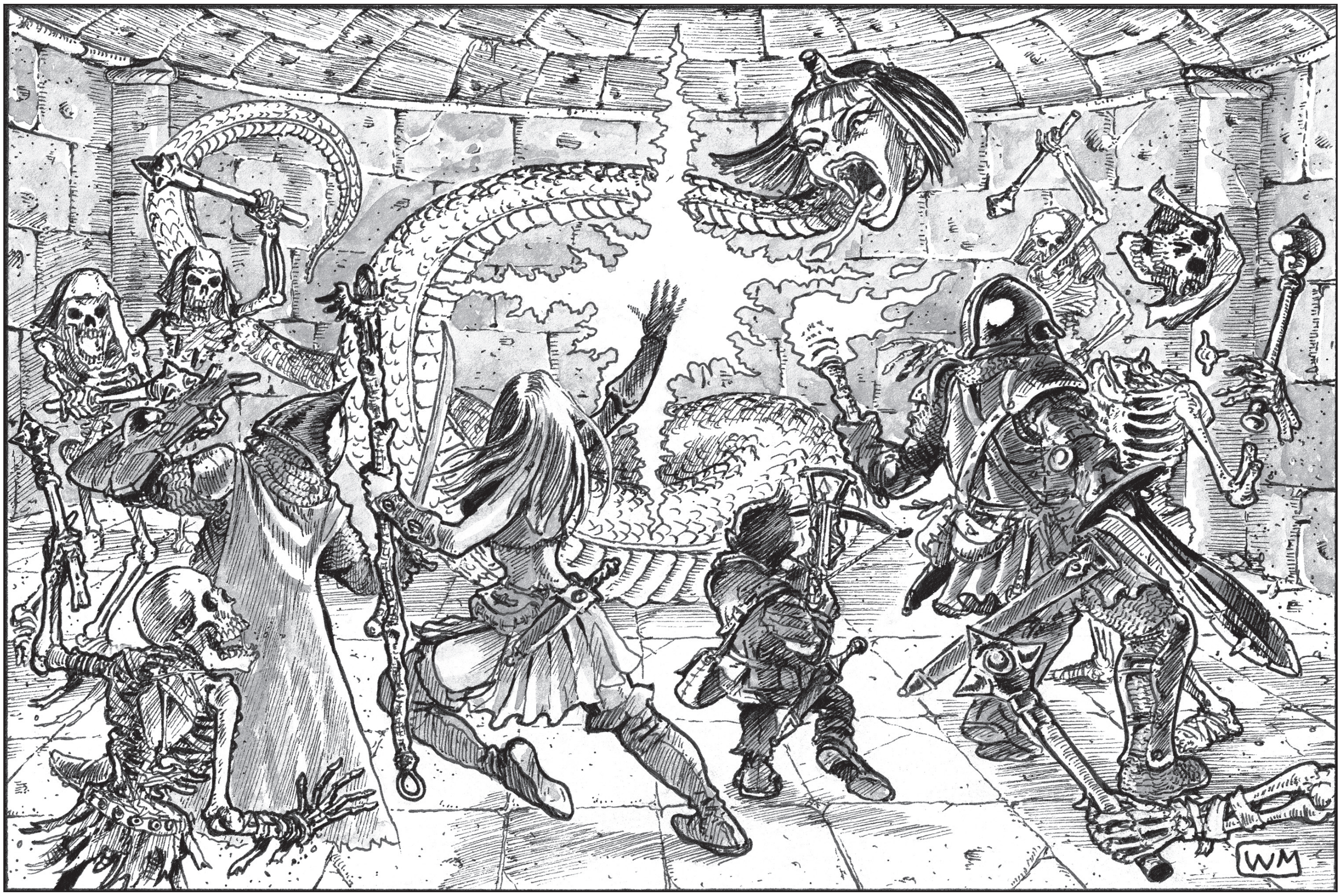
Scurrying about the debris are two **carrion creepers** (see Appendix B). These are bloated segmented worm-like creatures with a frill of tentacles around their circular maw. They hide among and under the bodies and attack with surprise. Due to the abundance of food (carrion), if reduced to 10 hit points or less, they flee up one of the walls out of reach of weapon blows. The creepers are attempting to feed while avoiding the advances of a small primeval slime, a **black puddle** (see Appendix B) also in this chamber. The black puddle would prefer fresh flesh, so it targets living creatures, preferably ones doubled over retching, and mindlessly fights to the death.

The passage to area 1-39 has a permanent illusion over it to look like the rest of the wall. The illusion can be detected with a successful DC 12 Intelligence check or a DC 12 Will save to see through. The passage has been boarded up, although the lower edges of the boarding have been eaten away a bit by the black puddle. So, interacting with the wall doesn't automatically reveal its an illusion (unless interacting with the lower 3′, which has been eaten away). But it does grant another check.

Scattered about the floor are a total of 1,600 cp, but only 3d8 coins can be collected each minute of searching the bodies.

Carrion creeper (2): Init +4; Atk tentacle (x2) +3 melee (1d6+1 plus paralysis for 1 turn (DC 12 Fort save negates), range 10) and bite +3 melee (2d6+1 plus disease (divine pox – see Appendix D)); AC 17; HD 3d10; hp 20 each; MV 30′, climb 30′; Act 3d20; SP infravision 60′; SV Fort +3, Ref +2, Will +1; AL N; Crit M/d8.

Black puddle (primeval slime): Init (always last); Atk pseudopod +2 melee (1d4); AC 10; HD 4d8; hp 20; MV 20′, climb 20′; Act 4d20; SP split, half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL N; Crit M/d10.



Split: When cut, or struck by electricity, the slime divides into two, each with half the original slime's hit points (rounded up).

Area 1-38 — Alcove of the Three Images: *As you pull the rotted curtain aside, it unravels at your feet. Beyond, you spy an antechamber. To the north, south and west are circular niches, each 30′ wide. In each niche is a white marble statue depicting the same once-proud human male adorned with plate armor. But these statues have been desecrated with dried blood, deep gouges and marks in the stone, and removed features. At the foot of the north statue is a nondescript wooden box.*

Located off the main worship hall, this chamber is a gallery of three statues, each in its own niche. These three statues depict Mitra but have long since been fouled and desecrated by followers of Set. Each statue is depicted with the ring, amulet and belt of Mitra, although it takes a successful DC 12 Intelligence check to notice these features. The east-facing statue bears a stone copy of the lion-headed mace from area 1-36, instead of a longsword.

Any non-Chaotic, wounded living creature standing between the north and south facing statues for more than a few seconds, is healed for 2 HD along with neutralizing any disease. A creature can only benefit from this healing effect once per day.

At the feet of the north-facing statue is an unlocked wooden box containing a rolled-up piece of parchment tied with a silk sash (see **Player Handout 9**). The map depicts locations of the protective runes in area 1-39. In the center of the map, it says "OMPHALOS", in Common.

Area 1-39 — The Chamber of Omphalos: Just prior to entering this chamber is a secret door concealed on the west wall. It is cunningly disguised as part of the stone wall and requires a successful DC 18 Intelligence check to locate. Beyond is a 5′ wide passage that leads to area 1-40. This is an ideal route to access that area without going through area 1-39, which is heavily trapped.

Once an elegant chamber, the ornate style and fixtures of this chamber are now deteriorated and ruined. The chamber is circular, at least 100′ in diameter, with a domed ceiling 30′ at its peak. The ceiling once contained a detailed painting, but its theme is now unknown as its peeling and damaged beyond recognition. The floor is tiled marble, with flecking painted gold. In the center of the room is a pure white statue of a coiled serpent with a comely female face. Standing at attention at the perimeter of the room are dozens of skeletons.

This chamber was once breathtaking, but now is in a state of disrepair. The floor is tiled with golden-colored marble and the walls depict the earthly life of Mitra. An illusion veils this chamber from all Chaotic aligned creatures; it takes either a successful DC 20 Intelligence check to discover or a DC 20 Will save to see through. They only see dust, cobwebs, and cold, gray stone.

Numerous runes are transcribed on the floor, as indicated by the dots on Map #5. Each black dot on the map represents a rune that protects the ten-foot-square it is centered in. The runes are nearly invisible and require a successful DC 14 Find Trap check to discover each one. A living creature that enters that square triggers the rune. Note that the skeletons (un-dead) and Omphalos will not trigger a glyph. The runes have the following effects:

- The rune in the archways (3) causes 5d8 lightning damage if triggered (DC 12 Reflex for half damage).
- The outer ring rune (14) releases a *paralysis* spell. A living creature that triggers this rune must make a successful DC 20 Will save or become paralyzed for 1 minute.
- The next ring of runes (10) inflicts a minor curse. A living creature that triggers this glyph must make a successful DC 20 Fort save or become blind and deaf for 1 minute.
- The center runes (2) cause 5d8 fire damage if triggered (DC 12 Reflex for half damage).

The marble "statue" in the center of the chamber is a **naga** named Omphalos. She guards the obvious route to the hidden crypt (area 1-40). Over the years, she has covered the floor with runic protections against the unwary. She holds still, feigning appearance as a statue to assess the intentions of the intruders.

If Omphalos is convinced the characters are good and are dedicated to opposing Set, she grants 4 HD of healing to the members of the group.

If not convinced that the characters are good, she attacks using her offensive spells (*word of command, paralysis, lotus stare,* and *bolt from the blue*). She commands 30 **skeletons** that line the walls of the chamber. Although not particularly effective in melee, if the skeletons attack, they seek to overwhelm the characters, grappling to move them onto runes.

There are a pair of secret double doors concealed in the west wall. These can be found with a successful DC 13 Intelligence check. Locating the release mechanism to open the doors requires a successful DC 13 Find Trap check. The release involves twisting an unused torch counterclockwise.

Omphalos (naga): Init +4; Atk bite +6 melee (1d6+3 plus poison (4d8, DC 10 Fort save for half damage)); AC 18; HD 10d8+10; hp 65; MV 40′; Act 2d20; Languages: Common, Chaos, Naga; SP spellcasting (+12 spell check): Spells (1st) *cantrip, charm person, choking cloud, enlarge, force manipulation, magic missile;* (2nd) *mirror image, spider web;* (3rd) *lightning bolt, slow;* (4th) *polymorph*; SV Fort +5, Ref +4, Will +4; AL C; Crit M/16.

Skeleton (30): Init +0; Atk claw +0 melee (1d3) or mace +0 melee (1d6); AC 9; HD 1d6; hp 3 each; MV 30′; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C; Crit U/d6.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 1-40 — The Hidden Tomb of Mitra: The double secret doors leading to this tomb from area 1-39 are locked, requiring a DC 18 Pick Lock check to open.

The air is dry and stale here, although there is a hint of a flowery scent. Beyond the secret double doors is a hall 100′ north to south, but only 40′ east to west. The floor is dusty covering fitted marble tiles. To the north, a copper coffin rests on a stone platform. The south wall is dominated by a massive metal throne situated on a dais. A few glittering objects appear to be on the steps of the dais. Sitting on the throne is a benign old man with a gentle smile on his face.

This is a hidden tomb dedicated to Mitra. It hides a mortal part of his body.

At the north end of the room is a solid copper coffin, elevated on a three-foot-high stone platform. The coffin is unlocked and is lined with velvet. If the coffin is opened, all creatures within 10′ must make a successful DC 17 Will save or wander aimlessly back to area 1-39 and completely forget the existence of this location. The coffin contains a hip joint bone, purportedly that of Mitra's mortal form. This item is of great importance to the clergy of Mitra, but likely has very little value to the characters. The copper coffin is worth 1,400 gp.

The massive steel throne is engraved with prayers and hymns to Mitra. The old human man sitting on the throne is an illusion; it takes either a successful DC 12 Intelligence check to discover or a DC 12 Will save to see through. It doesn't interact with the characters, and if a creature interacts with the illusion, the object used just passes right through the illusion. The throne is worth 26,000 gp, but it's impossible to move.

The secret door from the south corridor ends up in a trap door underneath the throne's seat. This secret trapdoor can be located with a successful DC 15 Intelligence check. There is a steel ladder mounted into the side of the shaft that leads to the corridor.

Arrayed on the low dais before the throne are the following: an orc-faced steel brooch (worth 5 gp), a platinum bracelet

(worth 500 gp), a crystal longsword (worth 140 gp), fine glass chain (worth 9 gp), and a pair of ruby studded iron earrings (worth 70 gp).

Area 1-41 — Teleporting Mist: Omphalos (area 1-39) safeguarded the door to this location. There are two runes on the door to this area. They can be discovered with a successful DC 13 Find Trap check. If triggered, each causes 3d6 fire damage (DC 12 Reflex save for half damage).

Once the door is opened, continue:

Beyond the door is a plain 20′ wide corridor. About 20′ down the corridor is a white soupy fog, obscuring the rest of the route.

The mist heavily obscures most of this corridor. Any living creature entering the misty area teleports to area C-7 of the White Tower of Mitra (see Chapter 7).

Area 1-42 — The Heart of Law: *The air here is fresh and has a healthy earthy scent, laced with a trace of pleasant flowers. This room has fitted white marble floor tiles and the walls are draped in white velvet. A clear, colorless gem, approximately 6″ in diameter floats about 4′ off the ground in the center of the room, rotating slowly. A gentle strumming of a lute or harp can be heard.*

This 70′ x 100′ chamber has a 20′ high ceiling. The floor is impeccably clean and the white velvet curtains are clean and in great condition. Lawful creatures feel at peace in this chamber. This is the location of the *Heart of Law*, a powerful sentient magic item and one of the *soul gems* (see Appendix D).

The floating gem is the *Heart of Law*. If a creature touches the gem, it is potentially confronted with **alignment shock** (see Soul Gems in Appendix D). Creatures with alignments differing from the gem they touch suffer alignment shock. Those of opposing alignments suffer 4d16 damage when touching a *soul gem*, those of adjacent alignments suffer 1d16 damage. If the target survives the psychic onslaught, what comes next is a painful process, requiring the character to make a successful DC 13 Fort save or fall unconscious for 2d3 rounds. The toucher (and any witnesses) must make a DC 15 Will save. Those who fail their save observe an ethereal gorgeous, blonde woman, richly dressed in white materialize in the room. She kisses the toucher on the forehead and then fades from view. Those who succeed in their save instead see the gem has shrunk to a ½ inch in diameter and embedded itself in the toucher's forehead. The target now must succeed at an opposed Personality check (vs. a +3) or be possessed by the spirit of stone and have their alignment temporarily changed to Lawful if it is different. Failing the check results in the gem contacting the host and urging them to directly defy Set and seek justice against his allies.

Area 1-43 — Another Misty Teleport Hall: This 10′ wide corridor ends in a soupy violet mist, obscuring the route beyond.

The mist heavily obscures much of this passage. If entered, a PC feels as though they travel 60′ down the corridor. However, after 10′, they are teleported to area 2-1 (see Chapter 4).

Area 1-44 — Empty Room: *This is a plain 30′ square room with finished walls and a smooth floor.*

This is an empty room halfway between the constabulary (area V-10) and Dungeon Level 1. The stairway to the south ascends to a blank wall. There is an obvious secret door here that can be automatically located. However, it's barred from the opposite side (by the two wine casks) and needs to be forced open with a successful DC 15 Strength check. This action alerts any occupants in area V-10D or V-10E.

The west stairway descends to Dungeon Level 1, to the main corridor just south of area 1-43.

Area 1-45 — The Wine Cellar: *This is a plain 30′ square chamber with a 10′ high ceiling. Two wooden casks are pushed against the north wall.*

Each cask is full of high-quality wine and is worth 40 gp. The east corridor leads to a short stairway eventually arriving at area V-11. The west corridor leads to area 1-46.

A secret door is hidden behind two full casks of wine. It can be located with a successful DC 13 Intelligence check (elves receive +4 to this roll). The door swings out so both casks need to be moved to open the door. Beyond the secret door is a stairway that descends to area 1-44.

There is a 50% chance that one of Merth's henchmen is here sampling the wine. Use the table below to determine which henchman (or possibly more than one) is encountered here. Note: Each time a 10 is rolled it indicates an additional henchman is here. Reroll twice on the table to determine who is present. If further "10's" are rolled, keep adding additional henchmen (maximum 6). See Appendix C for details on the henchmen.

d10 Roll	Roll Henchman (See Appendix C)
1-2	Hannon Hellriser
3-4	Gernstead the Grim
5	Bolt of the North Marches
6	Scarvonii the Dark
7	Han Filo
8-9	Vorgrim Baresarcks
10	Roll again for additional henchman

Area 1-46 — Route to the Constabulary: *This small chamber is 20′ square with earthen walls shored up with thick timbers. The air here is close and stinks of the earth. A rough-hewn set of stairs leads to a closed wooden trapdoor 10′ above the floor.*

This chamber is under the constabulary in the village (area V-10). The walls are of earth shored up with timber, instead of finished stone. The chamber leads to the village tower (area V-11) and provides access to Dungeon Level 1 (via areas 1-44 and 1-45).

If area 1-45 is determined to be empty (see above), then there is a 70% chance that the trapdoor in the ceiling overhead (approximately 10′ overhead) is barred shut. If so, it requires a successful DC 16 Strength check to force it open. There is enough room for a second character to help with this check.

CHAPTER FOUR

DUNGEON LEVEL 2

Dungeon Level 2 is located around the White Tower of Mitra and the Dark Tower of Set. The White Tower is a circular structure in the northern part of the dungeon, while the Dark Tower is a square edifice to the south. Yet, there are no direct entrances to these structures on this level. There are numerous entrances to this level from the level above. These include:

- The teleporter from area 1-43 deposits characters in area 2-1 on this level.
- The concealed passage in area 1-9 leads to the intersection east of area 2-2 on this level.
- The sloping passage from the northeast of level 1 leads to area 2-18 on this level.
- The stairway from area 1-32 leads to area 2-23 on this level.

GENERAL FEATURES

Corridors are 10′ high, unless otherwise noted. Individual room ceilings vary by description. Most of the walls on this level are finished stone. The exceptions are areas 2-14 and 2-18. Rough-hewn stone walls can be climbed with a successful DC 10 Climb Sheer Surfaces check due to numerous handholds and imperfections. Finished stone walls are more difficult to scale, requiring a successful DC 15 Climb Sheer Surfaces check.

A standard door in the dungeon is composed of stone and opens out or in as displayed on the map. A stone door has an AC 17 and 30 hit points. Unless noted in the individual room description, a locked stone door requires a successful DC 16 Pick Lock check to unlock, or a successful DC 18 Strength check to break down.

PROVISIONS

Assume that whenever an NPC is found in its keyed location (typically its residence), that 1d4 weeks of edible provisions, along with 1d10 gallons of wine or water are present per person, despite the encounter description. Obviously, this does not apply to prisoners.

SECRET DOORS

Secret doors require an Intelligence check to discover (with elves receiving a +4 bonus on the check). Additionally, thieves may search for secret doors using their Find Trap skill with the required Intelligence DC being reduced by 4. Elves passing within 10′ of a secret door are automatically allowed a check for noticing the secret door. It is possible that a party who is carefully mapping may discover evidence of a secret door. If so, allow a +1d bonus to checks while searching for that specific secret door.

WANDERING MONSTERS

Unlike most DCC RPG adventures, *Dark Tower* makes extensive use of wandering monsters. The dungeon is a dynamic environment with residents of this level moving around, in addition to those from the village above, plus residents of lower levels. Therefore, since many of the encounters below can be found at keyed locations in the village or other levels of the dungeon, it follows that if they are killed, then they cannot be encountered again, nor can they be found in their lairs. The judge is directed to the appropriate keyed location for more details on these NPCs. Of course, the reverse is true of NPCs who are defeated in their keyed locations. They should be removed from these wandering encounter tables.

For every 3 turns spent moving around Dungeon Level 2 there is a 1-in-6 chance of a wandering encounter. Should the characters enter an empty chamber, this chance doubles to 2-in-6. Upon rolling a successful encounter check, roll a 1d8 and consult the table below to determine the encounter.

DUNGEON LEVEL 2

d8 Roll	Encounter
1	Gnorsh Bloodtonge and Goblins
2	Berkam Shem and Orcs
3	Wanderer from Dungeon Level 1
4	Pack of Jackals
5	Hill Giant
6	Haffrung Helleyes
7	Holomir Goldheart
8	Wanderer from Dungeon Level 3

DUNGEON LEVEL 2 WANDERING MONSTER DESCRIPTIONS

BERKAM SHEM AND ORCS: The wizard **Berkam Shem** (area 2-11) and 2d4 of his **orc** allies are heading to the surface or returning from a foray. This group is described in area 2-11. Berkam's **hellspider** (see Appendix B) familiar is also present, usually in spider form. The wizard commands the orcs to rush the characters, while he hangs back, flanked by his guards and casting spells in support. If half of his orc troops are defeated, he flees, using *web* or *invisibility* to cover his escape.

Orc (2d4): Init +1; Atk claw +1 melee (1d4) or longsword +1 melee (1d8) or javelin +1 missile fire (1d6); AC 17 (chainmail & shield); HD 1d8+1; hp 9 each; MV 25′; Act 1d20; SV Fort +2, Ref +0, Will -1; AL C; Crit III/d6.

GNORSH BLOODTONGUE AND GOBLINS: The **hobgoblin Gnorsh Bloodtongue** (area 2-3) and 1d20+15 **goblins** (including 4 **goblin bodyguards**) are heading to the surface to train in the wilderness. There is a 25% chance that 1d4+2 **dire wolves** are present as well. Assuming the characters are not disguised as allies of Set, these humanoids attack at once.

Gnorsh Bloodtongue (hobgoblin): Init +2; Atk mace +2 melee (1d6+2); AC 14 (scale mail); HD 1d8+2; hp 10; MV 25′; Act 1d20; SP infravision 60′; SV Fort +1, Ref +1, Will -1; AL L; Crit III/d8.

Goblin bodyguard (4): Init -1; Atk bite +0 melee (1d3) or short sword +0 melee (1d6) or spear +0 melee (1d8); AC 11 (shield); HD 2d6-2; hp 10 each; MV 20′; Act 1d20; SP infravision 60′; SV Fort -2, Ref +1, Will -2; AL L; Crit III/d8.

Goblin (1d20+11): Init -1; Atk bite -1 melee (1d3) or short sword -1 melee (1d6); AC 11 (shield); HD 1d6-1; hp 3 each; MV 20′; Act 1d20; SP infravision 60′; SV Fort -2, Ref +1, Will -2; AL L; Crit III/d4.

Wolf, dire (1d4+2): Init +5; Atk bite +6 melee (1d6+2); AC 14; HD 2d6; hp 9 each; MV 40′; Act 1d20; SV Fort +4, Ref +4, Will +3; AL L; Crit M/d8.

HAFFRUNG HELLEYES: This will be the wizard himself (in the body of Orson) and two of his bodyguards, **Tirian of Asalbar** and **Oph** with his dire wolf Fang (as described in areas 3-16 to 3-19). They are performing an errand and the wizard is in a particularly foul mood.

HILL GIANT: There is a 30% chance this is a single **hill giant**. If more than one is indicated, there is a 70% chance two hill giants are encountered, leaving a 30% chance all three are on the prowl. These giants hail from area 2-23. They are looking for food and more wine. They hesitate to attack at first. If shown *Avvakris' ring* or a wax seal, they stand down and let the characters pass.

Giant, hill (12′ tall, 1,200 lbs.): Init -2; Atk club +15 melee (2d8+8) or hurled stone +6 missile fie (1d8+6, range 100); AC 16; HD 8d10; hp 65; MV 30′; Act 1d24; SP infravision 60′; SV Fort +10, Ref +5, Will +6; AL C; Crit 20-24 G/d4.

HOLOMIR GOLDHEART: Holomir Goldheart (see Appendix C) is described in area 1-1. He is accompanied by Morton the Blessed, a **Lion of Mitra** (see Appendix C) and if threatened he summons 1d10 more **Lions of Mitra**. With haste, they are returning to Dungeon Level 1. Morton has only 32 hit points at the start of the encounter.

Lion of Mitra (1d10+1): Init +2; Atk *+2 longsword* +10 melee (1d8+5, +1d8 damage against a follower of Set); AC 23; HD 8d12+30; hp 75 each; MV 20′; Act 2d20; SP infravision 100′, cleric abilities ((+11 spell check): *lay on hands, turn unholy*), divine bolt (1/day), telepathy, holy aura, transience, immune to disease, *charm*, *sleep*, and similar effects, half damage from non-magical weapons, spellcasting (+11 spell check): Spells (1st) *bless, darkness, word of command;* (2nd) *divine symbol, neutralize poison or disease, restore vitality;* (3rd) *remove curse*; SV Fort +13, Ref +11, Will +13; AL L; Crit 19-20 III/d10.

Divine bolt (1/day): The Lion of Mitra can conjure a magical bolt of energy 5′ wide and 120′ long. Each chaotic creature in the line suffers 4d6 damage (DC 13 Reflex save for half damage).

Holy aura: So long as the Lion of Mitra is conscious, allies within 10′ are immune to fear and gain a +4 bonus to all saving throws (this does not stack with other aura effects).

Transience: A Lion of Mitra loses 5 hit points at the end of each round, disapparating upon reaching 0 hit points – along with all of their equipment. Note: magical healing doesn't affect a Lion of Mitra.

PACK OF JACKALS: 2d6 **jackals** from area 2-12 are either heading out to hunt (70%) or returning from a hunt (30%). If the latter, they are dragging two dead goblins (from area 2-3) and are less aggressive. Otherwise, they attack with zeal!

Jackal (2d6): Init +1; Atk bite +0 melee (1d3); AC 13; HD 1d5+1; hp 5 each; MV 40′; Act 1d20; SP pack hunter; SV Fort +3, Ref +2, Will +1; AL N; Crit M/d4.

Pack hunter: When multiple jackals are attacking a single target, each jackal gains a cumulative +1 bonus to hit and damage for each additional pack member involved.

WANDER FROM DUNGEON LEVEL 1: Use the wandering encounter table from Dungeon Level 1 to determine this encounter.

WANDER FROM DUNGEON LEVEL 3: Use the wandering encounter table from Dungeon Level 3 to determine this encounter.

KEY TO DUNGEON LEVEL 2 (MAP 6)

Area 2-1 — The Room of Baleful Blackness: *Following a wave of dizziness, the mist in the corridor dissipates, revealing utter darkness. Any light sources you carry are subdued and feebly only shed dim illumination a mere few feet around you.*

The chamber is 120′ in diameter. The floor is smooth and lacks debris. The walls are finished as is the ceiling, which is 20′ high. The room is enchanted in magical darkness. Any mundane or magical light sources only grant 5′ of dim illumination and infravision has half range here. In addition, Lawful creatures are uneasy in this chamber.

Creatures that arrive via teleportation from Dungeon Level 1 (area 1-43), arrive in the archway. There is no mist in this corridor, and the teleportation does not work in reverse. The 10′ wide archway to the south is permanently enshrouded with magical fog, which obscures vision into area 2-2.

In the northeast section of the room lurks a 10′x10′x10′ **primeval slime**. It is unaffected by the darkness. The cube moves around attempting to position itself where a creature will blunder into it. After a few rounds of this, if not successful, it attacks.

Primeval slime (10′ cube): Init (always last); Atk pseudopod +4 melee (1d4+1d6 acid); AC 10; HD 8d8; hp 44; MV 5′, climb 5′; Act 8d20; SP acidic touch, half damage from slicing and piercing weapons, immune to cold and lightning; SV Fort +6, Ref -8, Will -6; AL N; Crit M/d14.

Acidic touch: Pseudopods do an additional 1d6 damage. Additionally, any creature that steps on the slime suffers 1d6 damage. The slime will attempt to move over adjacent targets and engulf them. Targets engulfed suffer 1d6 damage and cannot escape or take any action without making an opposed Strength check against the slime (treat the slime as Str 28 (+8)).

Suspended in the primeval slime is a metal tube holding a scroll inscribed with a *water breathing* spell.

Area 2-2 — The Pointing Ogre: *Passing through the chilly mist, you enter a square chamber from an archway in the north. The air is damp here and the floor tiles are slick with condensation. In the center of the room is a statue of a 10′ tall bulky humanoid perched on a low circular platform. The statue holds aloft a stone club studded with rose-colored gems in its left hand, while its right hand points to the southern exit. Centered on each of the four walls is a fog enshrouded archway.*

This room is a deadly trap. The ceiling is 10′ high. All four exits (one at each cardinal compass point) are archways obscured by a permanently enshrouding magical fog, which obscures vision beyond.

The statue depicts a life-sized ogre. Three rounds after a creature enters the room, the ogre statue pivots swiftly to point at a random archway. Roll a 1d4 to determine which archway it points to (1=north, 2=east, 3=south and 4=west). When the statue points at an archway, a wall of stone 15″ thick and the width of the room (modified *transmute earth* spell check result of 26) forms there instantaneously blocking exit. If a creature is standing in an archway threshold when the wall of stone appears, a successful DC 10 Reflex save allows them to choose which side of the wall to leap to; failure indicates death as they are merged into the stone wall. Unless dispelled or destroyed (requiring 150 points of damage), each wall of stone lasts for 1 hour before melting away. On the next round, the statue pivots again randomly, repeating its motion and generating a wall until all doors are blocked, or the room is empty of creatures. If no creatures remain in the room, the statue stops its movement. If all four archways are covered with walls of stone, the room begins to rapidly fill with water. Water gushes in, filling about 6″ deep each round. Thus, in 20 rounds, the room is completely submerged. After 6 rounds, it requires a DC 12 Reflex save to avoid being knocked prone. When the height of the water exceeds a creature's height, it needs to hold its breath or begins to drown.

DROWNING

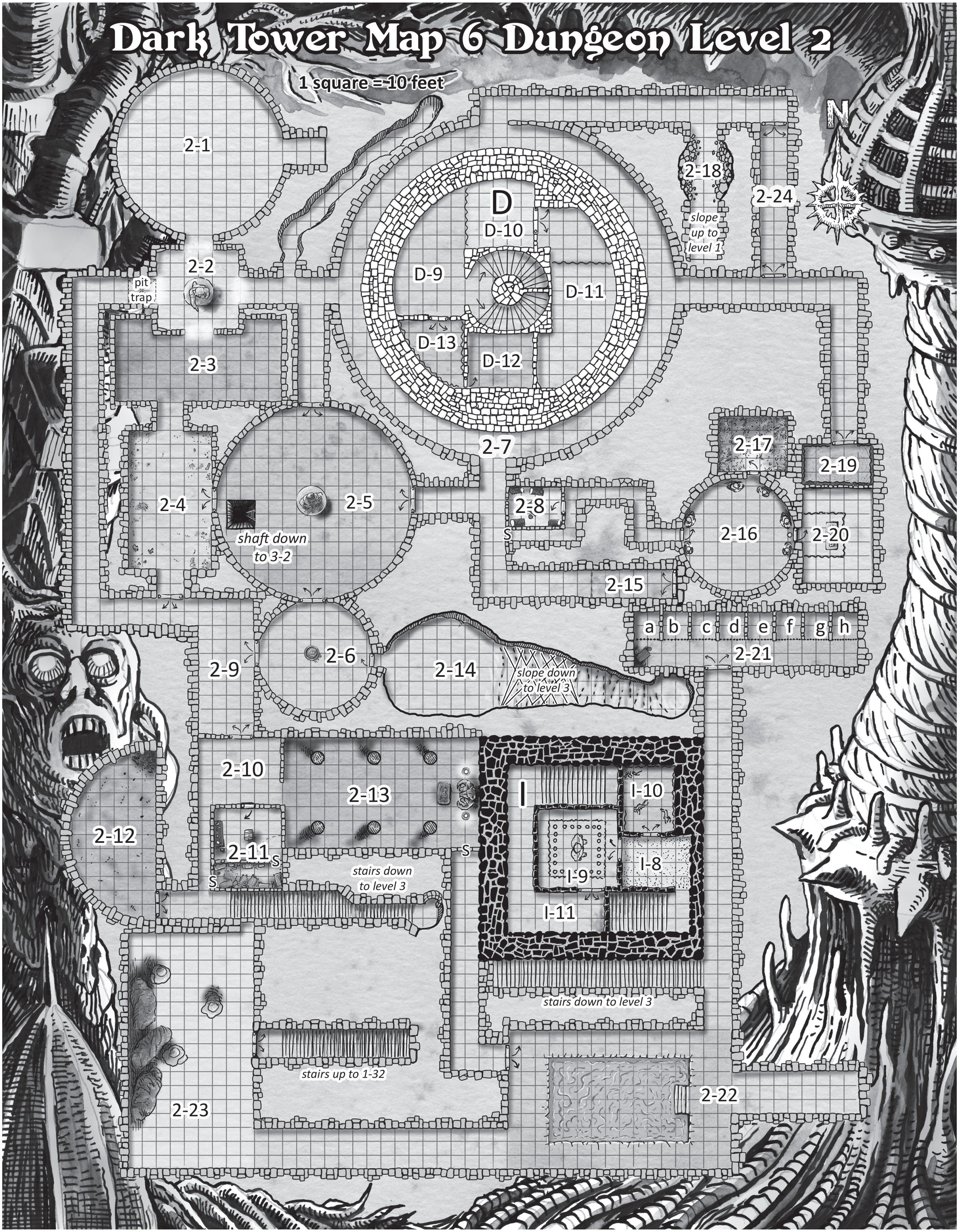
A submerged PC without an air source can hold their breath for as many rounds as their Stamina score. If they engage in actions while submerged, this duration is halved. Once this time limit expires, the PC begins drowning and must make a DC 10 Fortitude save each round or temporarily lose 1 point of Stamina. The save DC increases by 1 each round after the first. A drowning PC can take no actions and must be rescued by another character. When a PC's Stamina reaches 0, they die. If the PC is rescued, the lost Stamina is restored immediately.

If the trap is triggered, the *transmute earth* spells end after 1 hour. The water in the room gushes into the adjacent rooms and corridors, and the pit to the west fills to the top. The water remains in this pit for two weeks thereafter.

The pit in the west hall is open but obscured by the magical fog. It is 20′ deep and has 3′ of water at the bottom. Cushioned by the water, a fall only causes 1d6 damage. Climbing out of the pit requires a successful DC 16 Climb Sheer Surfaces check due to condensation on the walls.

The statue's club is studded with 100 rhodonites (each worth 3 gp).

Dark Tower Map 6 Dungeon Level 2


1 square = 10 feet
N
2-1
2-2
pit trap
2-3
2-4
2-5
shaft down to 3-2
2-6
2-7
2-8
S
2-9
2-10
2-11
S
S
2-12
2-13
S
stairs down to level 3
2-14
slope down to level 3
2-15
2-16
2-17
2-18
slope up to level 1
2-19
2-20
2-21
a
b
c
d
e
f
g
h
2-22
2-23
2-24
stairs up to 1-32
stairs down to level 3
D
D-9
D-10
D-11
D-12
D-13
I
I-8
I-9
I-10
I-11

Area 2-3 — Goblin Lair: *Passing through the chilly mist, you are greeted by a large chamber that smells faintly of animal waste. It appears to be a camp of sorts with dozens of sleeping rags scattered about on the flagstone floor. Numerous diminutive humanoids, each with sharp features, flared ears, and red-brown skin, are startled by your appearance and scramble about adjusting armor and retrieving weapons. In the back corner of the room are several massive wolves secured to a post.*

This expansive chamber serves as the lair for a large band of **goblins** working for Avvakris. Lying about the room are 45 various piles of sleeping rags. There are 40 goblins in total that reside here, but only 6d6 are present at any given time. The others are out raiding or working for their leader. All goblins are equipped with two flasks of oil, 1d3 unlit torches, and tinderboxes, in addition to their weapons. Their shields bear the crude emblem of a jackal's head. The goblins carry a variety of weapons.

The goblins are led by **Gnorsh Bloodtongue**, a hobgoblin in the direct service of Avvakris. With him at all times are a special guard of four powerful **goblin bodyguards**. Gnorsh and his bodyguards are in this chamber 30% of the time. The six large wolves in the rear of the room are dire wolves. One of the nearby goblins spends its first two actions releasing the dire wolves (three per action). The underfed dire wolves savagely leap into combat.

Unless shown the signet of Avvakris, the goblins attack. They seek to overrun targets with their sheer numbers, resorting to grappling attempts to restrain the characters. If Gnorsh is in the room during the fight, the goblins surrender if he is defeated. Otherwise, they press the fight until half of their numbers are defeated. If routed, the goblins fall back to area 2-4, or even to area 2-5.

If their lair is flooded (from the trap in area 2-2), the soggy goblins try to track down offenders to exact revenge.

Gnorsh Bloodtongue (hobgoblin): Init +2; Atk mace +2 melee (1d6+2); AC 14 (scale mail); HD 1d8+2; hp 10; MV 25′; Act 1d20; SP infravision 60′; SV Fort +1, Ref +1, Will -1; AL L; Crit III/d8.

Goblin bodyguard (4): Init -1; Atk bite +0 melee (1d3) or short sword +0 melee (1d6) or spear +0 melee (1d8); AC 11 (shield); HD 2d6-2; hp 10 each; MV 20′; Act 1d20; SP infravision 60′; SV Fort -2, Ref +1, Will -2; AL L; Crit III/d8.

Goblin (16): Init -1; Atk bite -1 melee (1d3) or short sword -1 melee (1d6) or spear -1 melee (1d8); AC 11 (shield); HD 1d6-1; hp 3 each; MV 20′; Act 1d20; SP infravision 60′; SV Fort -2, Ref +1, Will -2; AL L; Crit III/d4.

Goblin (8): Init -1; Atk bite -1 melee (1d3) or short sword -1 melee (1d6) or sling -1 missile fire (1d4); AC 11 (shield); HD 1d6-1; hp 3 each; MV 20′; Act 1d20; SP infravision 60′; SV Fort -2, Ref +1, Will -2; AL L; Crit III/d4.

Goblin (4): Init -1; Atk bite -1 melee (1d3) or spear -1 melee (1d8); AC 11 (shield); HD 1d6-1; hp 3 each; MV 20′; Act 1d20; SP infravision 60′; SV Fort -2, Ref +1, Will -2; AL L; Crit III/d4.

Goblin (8): Init -1; Atk bite -1 melee (1d3) or short sword -1 melee (1d6); AC 11 (shield); HD 1d6-1; hp 3 each; MV 20′; Act 1d20; SP infravision 60′; SV Fort -2, Ref +1, Will -2; AL L; Crit III/d4.

Goblin (4): Init -1; Atk bite -1 melee (1d3) or morningstar -1 melee (1d7); AC 11 (shield); HD 1d6-1; hp 3 each; MV 20′; Act 1d20; SP infravision 60′; SV Fort -2, Ref +1, Will -2; AL L; Crit III/d4.

Wolf, dire (6): Init +5; Atk bite +6 melee (1d6+2); AC 14; HD 2d6; hp 9 each; MV 40′; Act 1d20; SV Fort +4, Ref +4, Will +3; AL L; Crit M/d8.

The goblins each have 7 cp in various pouches. Gnorsh carries 14 cp and 5 gp.

Area 2-4 — Goblin's Arms Practice Hall: *This messy hall is strewn with rags, refuse and piles of fly-infested dung. The stench of urine and dung is an assault on your nostrils. Hanging on the west wall are dozens of battered shields.*

The goblins use this hall to practice weapon skills. They also use the hall to dispose of their waste. These days, it sees very little use of the former, but lots of the latter. The west wall is covered with 30 shields. However, 25 of them are worthless, battered and with rotted leather hand-straps. If used in combat, the shield falls apart after the first round. Five shields are in good shape, and usable. It takes a successful DC 12 Intelligence check to separate these five from the worthless ones.

Area 2-5 — Room of the Mighty Sam: *This is a 140′ diameter circular room with a domed ceiling. The ceiling is 30′ high at its peak. The walls are finished stone, carved with a few ribbed columns for show. Four sets of double doors, one set at each compass point, provide entry and exit to this chamber. The air is pleasantly chilly here and you can see your breath as you exhale. In the center of the room is a peculiar 11′ tall painted stone statue. The humanoid statue has pale blue skin, a broad chest, muscled arms, and an impressive white beard. Yet its attire is comical, as it wears yellow knickers, an ornate green vest and fancy purple shirt combo and a red pillbox hat. He carries a broom.*

As indicated on the map, there is a twenty-foot-square shaft along the west wall leading to area 3-2. There are ladder rungs along the east wall of the shaft. Six rounds after creatures arrive here, all four double doors slam shut and are magically locked. In a booming voice, **Mighty Sam** demands all the belts characters possess. For each belt he receives, he trades one of his own belts (see below).

While enchanted, the doors require a successful DC 25 Pick Lock check to open, or a successful DC 30 Strength check to break down.

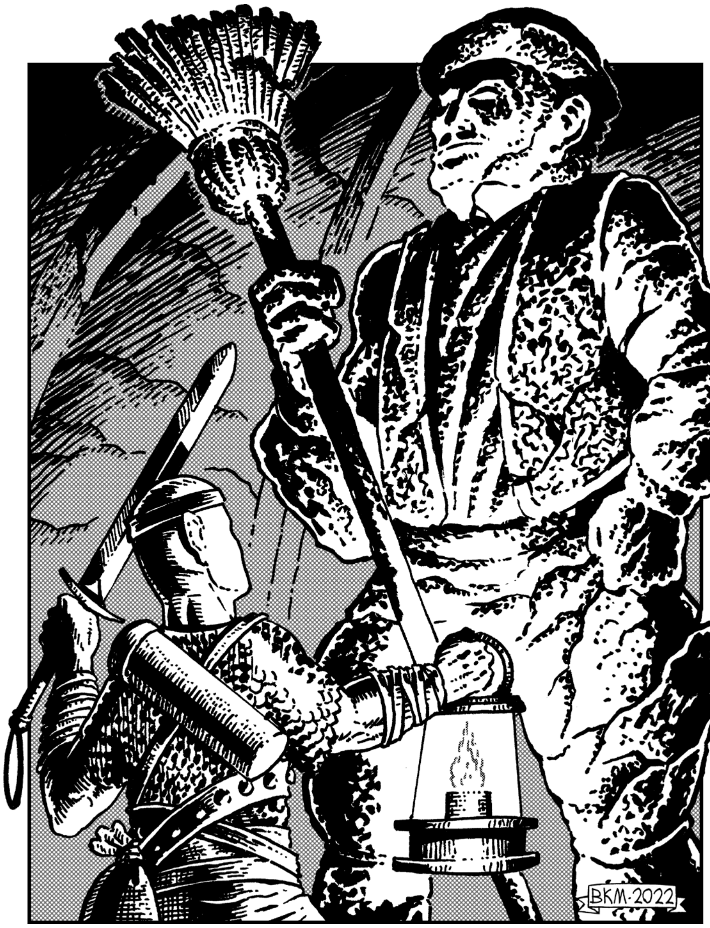
If the belts are not handed over, Sam attacks with his broom. He fights until destroyed, knowing full well his curse will not end (if Mighty Sam is killed, he reforms into the statue again in 1d6 hours). Sam does not pursue characters out of the room, assuming they can get through the enchanted doors.

Mighty Sam (11′ tall, 2,000 lbs.): Init -2; Atk broom +9 melee (2d6+8) or slam +9 melee (3d8+8); AC 18; HD 8d10; hp 55; MV 50′; Act 2d24; SP immune to cold and fire, half damage from non-magical weapons, unkillable (reforms in 1d6 hours); SV Fort +14, Ref +7, Will +11; AL C; Crit 20-24 G/d4.

Sam has a stash of belts he has collected over the years, stored in his red hat (which opens into a trans-dimensional space). He has 30 belts, but three of them are magical. A roll of 1 on a d10 indicates that the character has received one of the following magical belts. Otherwise, it's a plain, mundane belt, although there is a 20% chance that each non-magic belt has a map to Sam's treasure scratched on the leather (leading to area 3-2).

- ***Girdle of the hill giant*:** When donning this magic girdle, the wearer gains a +5 bonus to attacks and damage as they and their possessions grow proportionately to 12′ tall. The effect lasts until the girdle is removed. The girdle may be activated only 1/day.
- ***Belt of blindness, cursed*:** This belt is composed of supple black leather with a silver buckle and it carries a minor level curse. Donning the belt curses the wearer, causing an immediate -1 Luck penalty and total blindness until the next full moon (1d24+6 days). The belt can only be removed after the successful casting of a *remove curse* spell (either allowing for a successful DC 22 Will save or achieving a spell check result of 22+).
- ***Belt of variable density, cursed:*** This belt is fashioned out of bluish reptile hide and adorned with an iron buckle and clasp. There are five holes in the belt to adjust around the waist, each one representing a different setting. The belt has five settings, as described below. The belt can be used for 10 hours per day. At dawn each day, this time limit resets.

1. **Weightless:** The wearer's mass becomes zero and they have a movement speed of 20′ in any direction. This effect grants +4 to their Agility but causes a -6 penalty to attacks and damage.
2. **Half-density:** The wearer's mass is halved, granting a +2 to Agility and causing a -4 penalty to attacks and damage.
3. **Normal Density:** No changes.
4. **Double Density:** The wearer's mass is doubled, granting a +4 bonus to attacks, damage, and AC. The wearer's Agility decreases by -2.



5. **Triple Density:** The wearer's mass is tripled, granting a +6 bonus to attacks, damage, and AC. The wearer's Agility decreases by -4. Wearer's movement and actions are halved while on this setting.

The belt carries a major curse. For each consecutive round the belt is used, there is a cumulative 2% chance that the wearer will suffer a permanent -2 Luck penalty and become permanently weightless. The belt can only be removed after the successful casting of a *remove curse* spell (either allowing for a successful DC 30 Will save or achieving a spell check result of 32+).

Area 2-6 — Basin of the Wondrous Water: *Another circular room, this one is perhaps 40′ in diameter. The air is humid and musty. In the center of this room is a 10′ diameter metal basin containing brackish water.*

This circular chamber contains an enchanted basin. Drinking the water from the basin once raises one random ability score by 3 points (to 18 maximum) for 2 hours. Drinking a second time from the basin permanently lowers that same ability by -1. Any subsequent drinks have no further effect.

While tarnished, the basin is made of silver (worth 100 gp). Although not that heavy, it is quite bulky and difficult to carry. It has three bloodstones (each worth 25 gp) set into the rim.

Curled about the base of the basin is an **amphisbaena** (see Appendix B), or two-headed snake. The serpent only attacks if the basin is approached within 10′. It fights to the death.

Snake, giant (amphisbaena): Init +4; Atk bite +10 melee (1d6 plus poison; 2d8 (DC 10 Fort save negates)); AC 12; HD 6d8+6; hp 40; MV 30′ or 60′ roll; Act 2d20; SP loop (as its movement, the amphisbaena can form itself into a loop and roll at a speed of 60′); SV Fort +6, Ref +3, Will +2; AL N; Crit M/d8.

Area 2-7 — Horrible Hall of the Silent Ball: Before the characters arrive here, the judge should roll 1d4 to randomly determine in which section of this hall the rolling steel ball is in. The steel ball starts the encounter moving in a clockwise direction.

1d4 Roll	Stone Location
1	Northeast
2	Southeast
3	Southwest
4	Northwest

The corridor ends at an intersection. The passage continues to the left and right, curving out of view. The outer wall appears to be standard finished stone, although it sports a worn groove about 10 feet high. But the inner wall is smooth, almost glass-like pure white stone. This inner white wall also has an identical smooth groove about 10 feet off the floor. A similar groove bisects the floor.

This is a circular hallway with a deadly trap. The outer walls are standard finished dungeon walls, but the inner walls are actually the exterior of the White Tower of Mitra. However, there are no entrances to that edifice on this dungeon level. The groove on both walls and the floor is only a few inches deep and was created by the rolling steel ball. The ceiling is 15′ high.

A 20-foot-diameter steel ball continuously rolls through this circular hall, starting in a clockwise direction. The steel ball moves with a speed of 80′ per round and it is absolutely silent. Each round it moves to another section. Unless the character with the lowest Luck succeeds in a Luck check, the party is surprised when the ball comes around the corner. Reaction to the ball should be as follows:

Unsurprised: The players have 12 seconds real time to react accordingly. When that time is up, they must have specified or acted out exactly what they are doing.

Surprised: The players have only 6 seconds real time to react accordingly. When that time is up, they must have specified or acted out exactly what they are doing.

Suitable reactions include (but are not limited to, at the judge's discretion):

- **Run!** If unsurprised, the group gets a 40′ head start on the steel ball. If surprised, they only get a 20′ head start. Assuming a move of 30′, if characters use their action for additional movement, they can make it to the next corridor in time.

- **Fall and roll aside!** This requires a successful DC 10 Reflex save (DC 13 if surprised). Failure indicates 4d6 damage.

- **Get to the Ceiling!** Climbing the inner wall requires a DC 12 Climb Sheer Surfaces check and DC 15 for the outer wall. If surprised, any checks suffer a -1d penalty.

- **Speak the word "Reverse"!** The language does not matter. The ball comes to a stop at the edge of the next corridor and then on the next round begins rolling in the opposite direction.

- **Throw any magic item or cast a 1st-level or higher spell at it!** Either of these actions causes the steel ball to stop and reverse direction as stated above. The sphere utterly absorbs the magic, destroying a magic item (even one which is cursed) and any spell has no additional effect.

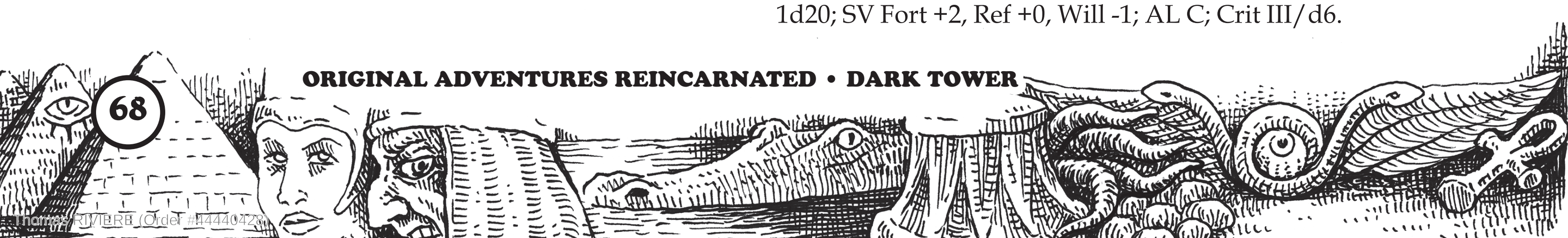
- **Freeze in indecision!** A PC that does not specify a suitable action to avoid the rolling ball in that allotted time must make a successful DC 15 Reflex save or suffer 4d6 damage. If surprised, this saving throw suffers a -1d penalty.

Area 2-8 — Orcs in Waiting: *This small chamber has four crude sleeping pallets, two each along the north and south walls. A battered table and three chairs are in the center of the room. Along the west wall is an open-ended small cask stuffed with red fletched crossbow bolts.*

On the west wall of this room is a small firing port, facing area 2-5. Two of the orcs stationed here can fire crossbow bolts each round through the port, as the other two orcs reload and hand crossbows over. There is also a secret door to the south of the firing port that leads to an access hallway to this chamber. It can be located with a successful DC 14 Intelligence check. From the east side, this DC is 10, as the corridor ends at the hidden door.

This room serves as a guardroom. There is an extra heavy crossbow leaning in the northwest corner of the room. The cask contains 40 crossbow bolts. Four **orcs** wait in hiding here. They are tasked with laying down crossbow fire through the port to make the route from area 2-5 difficult to traverse. If the characters arrive via the door, they fire the loaded crossbows before drawing scimitars for melee. They fight to the death.

Orc (4): Init +1; Atk claw +1 melee (1d4) or scimitar +1 melee (1d8) or heavy crossbow +1 missile fire (1d7+1); AC 17 (chainmail & shield); HD 1d8+1; hp 9 each; MV 25′; Act 1d20; SV Fort +2, Ref +0, Will -1; AL C; Crit III/d6.



Area 2-9 — Hall of the Glowing Procession: *This hall is pitch black and utterly silent.*

This hall leads from area 2-4 to area 2-6 (via unlocked doors on the east wall) and area 2-10 (unlocked doors on the south wall). Magical *darkness* and *silence* (see Appendix D) cover the entire hallway. These can be dispelled with two successful castings of *dispel magic* (one for the *silence* and one for the *darkness*, spell check result of 32+ each).

Six rounds after the party enters the room, a shadowy procession of ten glowing humanoid figures in long robes passes from the north wall to the south end of the hall, dissolving into that wall. These figures shed dim light in a 10′ radius. The trip takes 2 rounds. If interfered with, the **shades** attack (see Appendix B).

Shade (10): Init +8; Atk slam +1 melee (2d4 plus poison (DC 20 Fort save or death)); AC 10; HD 1d8; hp 6 each; MV 30′; SP un-dead traits, magic resistance (all spells cast against a shade are subject to 25% chance of failure before saves are rolled), gravelight (at will, range 10′, pierces all forms of darkness), incorporeal, immune to non-magical weapons; Act 1d20; SV Fort +0, Ref +0, Will +0; AL N; Crit U/d6.

Un-dead traits: Shades are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 2-10 — Fire Trapped Room: *This room appears to be an antechamber, with highly polished walls. The floor, walls and ceiling are polished black marble. There is a corridor exiting from the southeast corner, a single door centered on the south wall, and an open archway to the east.*

This is indeed an antechamber to the Lower Temple of Set (area 2-13). The polished nature of the walls makes climbing here more difficult, requiring a DC 18 Climb Sheer Surfaces check. If the archway to area 2-13 is approached within 5′ without openly displaying *Avvakris' ring*, a wall of fire ignites across the archway. The side facing into area 2-10 radiates heat. All creatures within 10′ of it suffer 1d6+8 damage, while those passing through it suffer 4d6+8 damage. The wall lasts for 1 hour.

There is a 15% chance that Berkam's **hellspider** (area 2-11) is skulking among the shadows on the ceiling.

Area 2-11 — Laboratory of Berkam Shem: *This square room appears to be a lab of sorts. Pushed against the west wall is a wooden bench covered with a variety of glassware, including beakers and flasks, with a few holding an array of colorful liquids. In the center of the room is an iron chest. The floor is stained, and the west wall bears scorch marks and soot.*

This chamber is indeed a laboratory, although it gets light use as the wizard who maintains this lab views alchemy as more of a hobby. The lab equipment is worn, with chipped glassware, missing components and damaged supplies. It's worthless in its current state.

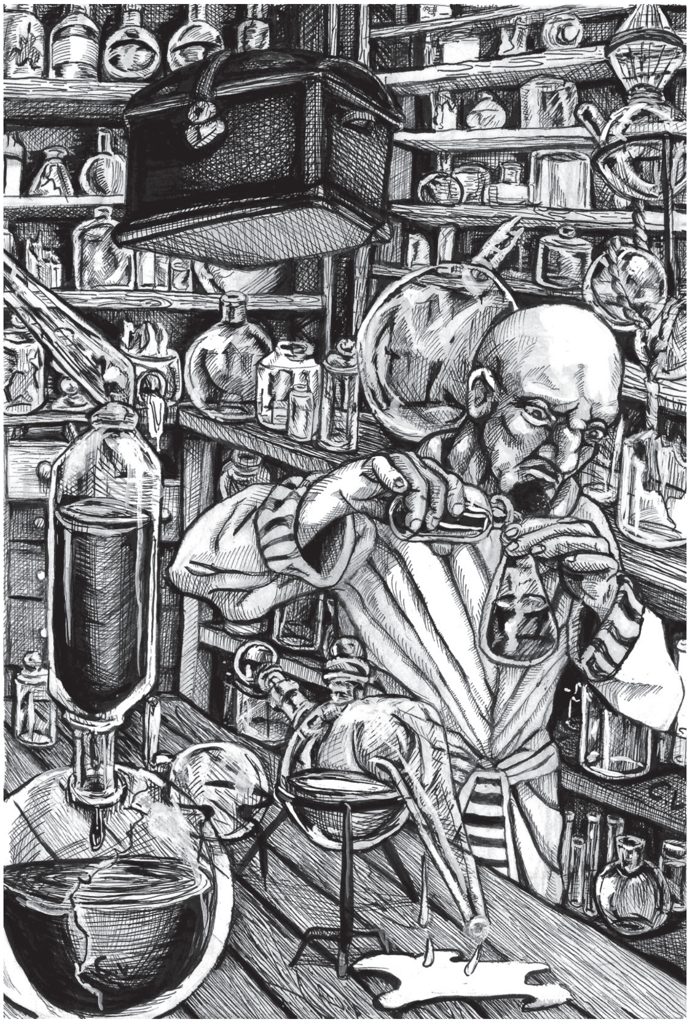
If Berkam Shem has not been encountered already, he is here. Please adjust the read-aloud text accordingly, as the wizard is engrossed with a chemical experiment. **Berkam Shem** is busy trying to brew a potion. His hellspider familiar, **Pimshales** (or "Pim", for short), is here too, but is *invisible*. Berkam casts a few spells before fleeing and letting his orc guards do the dirty work. These are usually *flaming hands* and *spider web*. Meanwhile, his hellspider attacks a few targets with its poisonous bite, always seeking to turn invisible with its next action. But then the wizard moves to the southeast corner of the room, making a few gestures to simulate a *planar step* spell, but in reality, ducking into an area of *invisibility*. He and his hellspider then hurry through the secret door. He casts *haste* on the orc guards in the back room, then ducks out the secret door, and doubles back to attack the characters from the rear.

Berkam Shem (wizard): Init +0; Atk dagger +1 melee (1d4) or +1 missile fire (1d4); AC 15 (*Eye of Savock*); HD 5d4; hp 27; MV 30′; Act 1d20; SP familiar (Pimshales), infravision 60′, immune to magical darkness, spellcasting (+6 spell check): Spells (1st) *cantrip, charm person, enlarge, find familiar, flaming hands;* (2nd) *invisibility, spider web;* (3rd) *haste*; SV Fort +6, Ref +6, Will +7; AL C; Crit I/d8.

Familiar: Berkam Shem's familiar, Pimshales, provides him with 10 additional hit points (total 27) as well as its darkness piercing infravision. If Pim is slain, Berkam Shem immediately falls prone in pain, permanently loses 20 hit points, and suffers a -5 spell check penalty until the next full moon.

***Eye of Savock*:** Special Powers: when worn as the sole form of protection, the *Eye of Savock* grants a +5 bonus to AC and saving throws. It immediately closes (going dormant) should its wearer don armor or obtain other magical protection.

Pimshales "Pim" (hellspider): Init -1; Atk bite -2 melee (1d3+1 Stamina plus poison); AC 13; HD 3d4; hp 10; MV 40′, jump 20′; Act 1d20; SP infravision 60′, *invisibility* (as per spell check result of 12), poison (1d6 permanent Stamina (DC 8 Fort save negates)), immune to magical darkness; SV Fort +2, Ref +3, Will +1; AL C; Crit DN/d4.



In the northwest corner of the room are four *invisible* **elite orc guards**. The orcs attack with surprise if the wizard is here or not. Following an attack, the invisibility wears off. These loyal guards fight to the death.

Orc, elite guard (4): Init +1 (surprise); Atk claw +1 melee (1d4) or scimitar +1 melee (1d8) or heavy crossbow +1 missile fire (1d7+1); AC 17 (chainmail & shield); HD 2d8+2; hp 16 each; MV 25′; Act 1d20; SP *invisible*; SV Fort +2, Ref +0, Will -1; AL C; Crit III/d6.

The chest is actually **Hingest** (see Appendix C), a wizard cursed into the form of the iron chest, although Hingest can speak and retains his spellcasting ability. It requires a *remove curse* (spell check result of 27+) to return Hingest to his human form. Sadly, if the chest-form of Hingest has not already been emptied prior, the wizard returns to his human form while containing all the chest's contents – dying instantly. Should Hingest survive the breaking of the curse, he will work with the party until his earliest opportunity to flee the area.

There is a hole in the ceiling that exactly fits Hingest. He can cast *levitate* to hide within the recess and appear to be part of the ceiling. Due to his being immune to fire (including magical fire), he has no qualms about casting a few *fireballs* in the room once safely in his ceiling hideaway. He can use *magic mouth* spells to make the sounds of guards rushing to his aid and is also fond of casting *chill touch* on his lock (or the false bottom) to frustrate those trying to get to his treasure.

Hingest (shapechanged wizard): Init +0; Atk lid +1 melee (1d3); AC 8; HD 4d4+12; hp 28; MV 0′; Act 1d20; SP shapechanged (iron chest +12 hit points), immune to fire, spellcasting (+9 spell check): Spells (1st) *cantrip, charm person, chill touch, detect magic, enlarge, sleep, ward portal;* (2nd) *levitate, magic mouth, phantasm;* (3rd) *fireball*; SV Fort +2, Ref -1, Will +2; AL C; Crit I/d8.

Hingest contains 1,500 cp, but as the chest is being opened, Hingest casts *phantasm* on the coins to make them appear to be gold (a deliberate DC 12 Will save pierces the illusion). There is a false bottom in the chest that can only be found by examining the rear of the box with a successful DC 14 Intelligence check. This hidden compartment contains 450 gp, a potion of *gaseous form* (see p. 224, DCC RPG) and a scroll of *protection from evil* (spell check result of 24).

The southeast corner of the room has a permanent *invisibility* effect in a 10′ radius centered on the secret door. This is the lingering remnants of a failed experiment. Anything that enters this area turns *invisible.* This effect ends when the area is exited. The secret door at the rear of the room has a permanent illusion cast over so that it always looks like a blank stone wall even if the door is opened. Only after the illusion is dispelled (*dispel magic* (spell check result of 17+) or successful DC 17 Will save) can the door be searched for. In this case, a successful DC 15 Intelligence check is needed to locate the door. The trigger to release the door catch is attached to one of the table legs. The table needs to be lifted slightly for the door to open. This requires experimentation or a successful DC 12 Find Trap check.

The room behind the secret door is a barracks for the orc guards. The chamber is crammed with 12 sleeping pallets, and a few extra cloaks, weapons and various personal effects. Lounging here are eight normal **orcs**. If combat breaks out, they eagerly swarm into the main room (appearing out of thin air) with a bloodthirsty charge. Their bloodlust is short-lived if they encounter staunch opposition. If half or more of them are defeated, the others seek to flee or surrender.

Orc (8): Init +1; Atk claw +1 melee (1d4) or longsword +1 melee (1d8) or javelin +1 missile fire (1d6); AC 17 (chainmail & shield); HD 1d8+1; hp 9 each; MV 25′; Act 1d20; SV Fort +2, Ref +0, Will -1; AL C; Crit III/d6.

Area 2-12 — Jackal Lair: *The stench of animal is heavy in this semi-circular chamber. The curved west wall is decorated with inset stone columns. The floor is covered with heaps of refuse and a pile of dung occupies the northeast corner of the room. Numerous mangy dog-like creatures with black fur on their* *backs, but tan coloring underneath, wander about the refuse piles nuzzling and searching.*

The dog-like creatures here are 20 **jackals** (see Appendix B). At first, they are cowardly and avoid confrontation, but when Schaffjim transforms and attacks, they become aggressive and protect their lair. Once they attack, the jackals seek to swarm targets, getting in position to utilize their pack hunter trait.

The 20th jackal is actually **Schaffjim**, a **werejackal** (see Appendix B) running with the pack. He assumes the form of a jackal-human hybrid and grabs a scimitar hidden in a nearby refuse pile. The werejackal hangs back, letting the pack overrun the characters, while he uses his sleep gaze ability each round. The jackals are emboldened by their leader and aggressively fight to the death.

Treasure. Buried in a pile of jackal dung are 250 cp, 750 sp, and a silver crown set with sapphires (worth 108 gp).

Jackal (19): Init +1; Atk bite +0 melee (1d3); AC 13; HD 1d5+1; hp 5 each; MV 40′; Act 1d20; SP pack hunter; SV Fort +3, Ref +2, Will +1; AL N; Crit M/d4.

Pack hunter: When multiple jackals are attacking a single target, each jackal gains a cumulative +1 bonus to hit and damage for each additional pack member involved.

Schaffjim (human form, werejackal): Init +2; Atk scimitar +3 melee (1d8+1); AC 13; HD 2d8+2; hp 16; MV 30′, climb 20′; Act 1d20; werecreature traits, pack hunter; SV Fort +3, Ref +2, Will +1; AL C; Crit II/d16.

Trigger (sight of rising/setting sun): Werejackals are triggered by the sight of the rising and setting sun in their human form.

Schaffjim (hybrid form, werejackal): Init +2; Atk bite +4 melee (1d5+1 plus lycanthropy (see Appendix D) (DC 10 Fort save negates)) or scimitar +3 melee (1d8+1); AC 13; HD 2d8+2; hp 16; MV 30′, climb 20′; Act 2d20; SP werecreature traits, sleep gaze; SV Fort +2, Ref +2, Will +1; AL C; Crit II/d16.

Sleep gaze: As an action, a werejackal in hybrid form can stare at a victim within 30′, putting them into a magical slumber lasting 1 turn (DC 14 Will save negates). A successful save provides immunity to this effect for the next 24 hours.

Schaffjim (jackal form, werejackal): Init +1; Atk bite +4 melee (1d5+1 plus lycanthropy (see Appendix D) (DC 10 Fort save negates)); AC 13; HD 2d8+2; hp 16; MV 40′; Act 1d20; SP werecreature traits; SV Fort +3, Ref +2, Will +1; AL C; Crit M/d4.

Pack hunter: When multiple werejackals in jackal form are attacking a single target, each jackal gain a cumulative +1 bonus to hit and damage for each additional pack member involved.

Regeneration: While in their animal form, werecreatures heal 1 HD/round. In their hybrid form, they heal 2 HD/round.

Resistance to non-magical weapons: Werecreatures suffer half damage from non-magical weapons.

Shapeshift: Werecreatures may shift into any of their three forms at will. It takes a full round to complete the transformation.

Vulnerable to silver: Werecreatures suffer double damage from silver weapons. They are unable to regenerate such damage, requiring it to heal naturally.

Werecreature traits: Shapeshift, regeneration, resistance to non-magical weapons, trigger, vulnerable to silver.

Area 2-13 — The Lower Temple of Set: *This great hall appears to be a temple. The floor and ceiling are black marble traced with inlaid gold. The walls are mosaics depicting human sacrifice and various disgusting unnatural acts. Beyond three pairs of black marble columns is a blood-stained stone altar. Behind the altar is a massive black statue of a jackal-headed heroic male human. Flanking the statue are a pair of dull metal braziers.*

There is a 20% chance that a sacrificial ceremony is underway when the characters arrive. If so, the following villagers are encountered here, adjust the read aloud text as needed:

- **Merth** (see Appendix C) along with all of his henchmen (area V-10E)
- **Avvakris** (see Appendix C), leading the ceremony.
- Avvakris' son, **Aphris** (see Appendix C)
- 2d4 **minions of Set** (see Appendix B)
- There is a 30% chance the wizard, **Haffrung Helleyes in Body #1** (Grom, see Appendix C) and 1d4 of his bodyguards (area 3-16) are present.
- The victim(s) on the altar (15% chance of already being dead) is either a captured character or a member(s) of the ill-fated Caravan of Mumchandar (1d2 **nomad warriors** - see Appendix B).

This is where the victims captured in the village above are eventually sacrificed to the evil god Set. Every few days, another ceremony occurs. The ceiling of the room is domed and peaks at 30′ high. If anyone studies the wall mosaics closely, they become subjected to fits of nausea and depression, inflicting a -1d penalty to all rolls for 1 hour (DC 13 Fort save negates).

The statue depicts Set, a jackal-headed heroic male similar to the one in area 1-22 (see **Player Handout 7**). It is 20′ tall, has glowing gemstone eyes and jade scales set with blue-green gemstones. The statue can be climbed with a successful DC 10 Climb Sheer Surfaces check. Attempting to remove its gemstone eyes, or the gemstone scales, from the statue animates it as a **towering stone golem** (see

Appendix B). It attacks with its paralyzing slams, but it doesn't pursue beyond this room.

Golem, towering stone: Init +1; Atk fist +10 melee (1d10+10 plus paralysis (1d6+1 rounds (DC 12 Will save negates))); AC 20; HD 12d10; hp 85; MV 30′; Act 2d24; SP golem traits, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled); SV Fort +4, Ref +2, Will +0; AL N; Crit 22-24 G/d6.

Elemental healing (fire): A towering stone golem is healed by exposure to fire damage. When damage is inflicted by fire, the towering **stone golem** is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

Treasure. The glowing eyes of the statue are yellow topaz (each worth 100 gp). If removed from the statue, they stop glowing. The statue is inlaid with jade and has 100 alexandrite (each worth 25 gp) scales embedded into it. Removing these is a time-consuming process; 2d4 can be removed with a sharp implement for each minute of work. The two braziers are tarnished silver (each worth 50 gp).

There is a set of secret double doors in the southeast corner of the room, concealed in the mosaic and depicted as a set of gates to the underworld. These can be located with a successful DC 14 Intelligence check. There is no release trigger for these doors. Once discovered, they can be easily pushed open.

Any humanoid death in the room has a 4% cumulative chance of summoning the presence of Set. If Set appears, he possesses the dead body, transforming it into a **corpse possessed by Set** (see Appendix B), a 7′ tall warrior with a jackal's head and scaly muscular body. The corpse summons **minions of Set** and attacks, seeking to destroy all living creatures in the temple (enemies or loyal worshippers).

Corpse possessed by Set: Init +6; Atk slam +7 melee (2d6+5); AC 20; HD *special*; hp *special* (HDx10); MV 30′; Act 2d20; SP summon minion, immune to poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 M/varies.

Hit Dice: A corpse possessed by Set has a number of d10 HD equal to those of the corpse it is inhabiting. The corpse possessed by Set has maximum hit points.

Summon minion: As an action, a corpse possessed by Set can summon a **minion of Set**. The minion appears in an unoccupied space within 60′ of the corpse possessed by Set and acts as an ally. It remains for 6 rounds, or until killed, the corpse possessed by Set is destroyed, or it is dismissed with an action. A corpse possessed by Set may summon a total of one minion of Set for each 3 Hit Dice it has (rounded up).

If the host corpse is destroyed, there is a 20% chance that Set possesses another corpse. This chance increases by 10% each time a new creature is possessed (max 90%). Failing to do so, Set disappears along with any summoned minions.

Minion of Set (type I demon, Set): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28; MV 20′; Act 2d20; SP demon traits, infravision 60′, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison, half damage from non-magical weapons, acid, fire, and cold, spellcasting (+4 spell check): Spells (1st) *darkness*; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

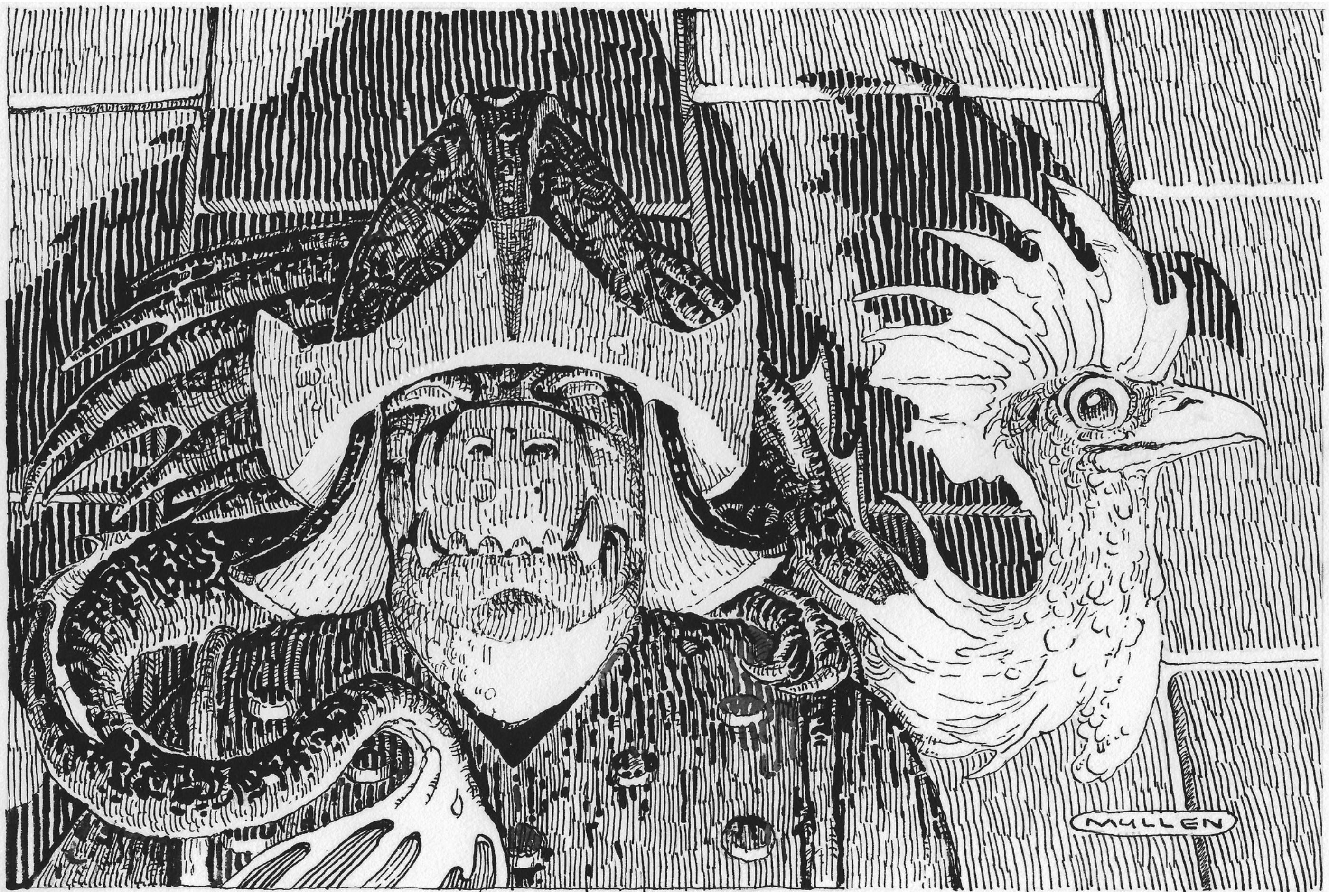
Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30′ long and 20′ wide at its terminus. All within are affected by the snake's poison.

Area 2-14 — Trap of the Red-Hot Wires: *This is a natural cavern perhaps 80′ in uneven diameter with a 20-foot-high ceiling, covered with stalactites. The air is humid, and mist accumulates near the floor. The east end of the room is open, and continues for at least another 100′. The passage begins to slope downward as the ceiling lowers here.*

This chamber is empty, but the mist of the floor conceals a magical trap. The passage to the east descends to Dungeon Level 3 (area 3-5).



Across a 60′ section of the floor (depicted on the map) are strung 20 long, hair-like wires, partially concealed by the mist. These wires can be located with a successful DC 14 Find Trap check. If the mist is cleared with a strong breeze (such as a *gust of wind* spell), the DC becomes 10. These wires can be disabled by cutting them (which requires a successful DC 15 Disable Trap check). This is a time-consuming process that requires a full round for each of the 20 wires. If stepped upon or touched (or upon a failed Disable Trap check) the wire coils about the target, restraining them (DC 13 Reflex save negates). The wire around the restrained target begins to magically heat up. At the end of the next round, a restrained target suffers 1d6 damage as the wires turn red-hot. The wires remain red hot for 1 turn. A restrained victim may break free with a DC 15 Strength check.

Area 2-15 — Teleportation Hall: *The corridor makes a left turn into this open hallway. The floor here is polished white marble, a stark contrast to the drab gray finished stone walls. At the opposite end of the hall, 120′ away, are a pair of metal doors.*

The ceiling is only 8′ high here. At the end of this hall are thick metal doors. Approaching within 15′ of these doors triggers a wall of stone 15″ thick and the width of the room (modified *transmute earth* spell check result of 26) that appears 30′ from the doors. If a creature is in the space the wall appears in, a successful DC 10 Reflex save allows them to choose which side of the wall to leap to; failure indicates death as they are merged into the stone wall. A heavy poisonous gas begins to fill the room at knee level and rises 1′ per round. Once the gas reaches head level, living creatures inhaling the mist suffer 2d10 damage (DC 13 Fort save for half damage). The Fort save needs to be repeated every round the creature is forced to breathe the poison gas. The gas is not teleported if the doors are activated. The wall of stone lasts for 1 turn before dissipating into mist and the poison gas clears 6 rounds afterwards.

Each portal is inscribed with faint runes that can be detected with a successful DC 14 Find Trap check if examined closely. The doors are locked and require a successful DC 18 Pick Lock check or a successful *knock* spell to open. If opened, all creatures within 15′ of the door are teleported to area 3-11, stepping out through the west wall.

Area 2-16 — Disconcerting Statuary: *This is another circular chamber with a domed ceiling. Flanking the door inside the room are a pair of statues depicting orc warriors. They wear mail and carry scimitars and shields. There are more pairs of similar statues at the other two exits. Positioned in front of the east door is a metal urn with a lid.*

This is a 80′ diameter circular chamber with a 25′ high flat ceiling. The six statues were all created by the peculiar creature that makes its lair here. The statues are as described and can be returned to flesh and blood (as normal **orcs**) with a *lay on hands* result of 4+ dice or by means of *cure paralysis* (spell check result of 20+).

Perched on the head of the right-hand orc statue guarding the north doors is a **prime cockatrice** (see Appendix B). Its sparse plumage and lizard-like hide is drab gray, so it blends in with the statuary. It can be recognized as a living creature with a successful DC 18 Intelligence check. When approached to within 10′ it flutters to attack. If reduced to 5 or less hit points it flies up toward the ceiling out of reach.

Cockatrice, prime: Init -1; Atk peck +2 melee (1d8 plus petrification (DC 13 Will save negates)); AC 13; HD 6d8; hp 27; MV 30′, fly 30′; Act 1d20; SV Fort +2, Ref +1, Will +1; AL C; Crit M/d12.

Concealed in the bronze urn in front of the east doors is 300 gp. A deadly **asp** is curled on top of the gold, somewhat concealed by its orange scales (DC 14 Find Trap to notice). If disturbed, the asp attacks with surprise if not noticed prior.

Snake, asp: Init +4 (surprise); Atk bite +2 melee (1d4 plus poison); AC 14; HD 1d4; hp 3; MV 40′; SP poison (1d4 damage/round for 6 rounds (DC 10 Fort save negates)); Act 1d20; SV Fort +1, Ref +4, Will +1; AL N; Crit M/d4.

Area 2-17 — The Girding of Mitra: *This rectangular chamber smells of rotting organic waste. The floor is covered with a tangled mess of bleached bones, stony and woody debris as well as scattered piles of refuse, some several feet high. The refuse in the northeast corner shutters and falls away revealing a massive scorpion, at least 10′ long, with a black carapace. With eager anticipation, it snaps its claws and arches its tail stinger while picking its way through the wreckage.*

The ceiling is 25′ high and movement through the room is halved due to the unsure footing among the refuse and tangle of bones (the giant scorpion is unaffected). There are no exits. A **giant scorpion** lurks in this chamber, an unwitting guardian for a powerful relic of good. It's quite hungry and attacks at once. This mindless giant vermin fights to the death.

Scorpion, giant: Init +3; Atk claw +12 melee (1d10+4) or sting +7 melee (1d6+2 plus poison); AC 18; HD 12d10+12; hp 90; MV 50′, climb 30′; Act 3d20; SP poison (DC 15 Fort save or death in 1d4 rounds); SV Fort +9, Ref +4, Will -2; AL N; Crit M/d20.

With a few minutes of searching, a ceramic pot containing 75 gp can be easily located. Harder to find is the *The Girding of Mitra* (see Appendix D), discarded in a pile of bones and refuse. Finding this relic without the use of a *detect magic* spell requires a successful DC 17 Intelligence check and at least 2 turns of searching the refuse.

Area 2-18 — Gargoyle Ambush: *The corridor from the level above slopes down to this hallway. There is a bulge in the hall, about 40′ wide, before the rough-hewn walls give way to an east-west finished stone corridor. To either side, rocky debris is pushed, piled and stacked. It appears statues have been discarded in this pile, as the occasional arm or leg protrudes from the heap.*

This rough-hewn chamber leads from Dungeon Level 1 (above) to the rest of Dungeon Level 2. The passage is clear down the middle and can be traversed normally. Moving or climbing on either rock pile reduces movement by 5′. Hidden among the rocks are four **gargoyles**. They appear as discarded statues, with two on either side of the corridor. They wait for the ideal moment, and then attack with surprise using a claw attack. One might forgo its standard claw attack to establish a grapple on a target, restraining them so others can attack more easily…

Gargoyle (4): Init +0 (surprise); Atk claw +4 melee (1d4); AC 21; HD 2d8; hp 15 each; MV 30′, fly 30′; Act 1d20; SP resistant to non-magical weapons, stand still; SV Fort +5, Ref +0, Will +0; AL C; Crit M/d8.

Resistant to non-magical weapons: Weapons of +1 or better enchantment inflict normal damage, but all other non-magical weapons inflict only half damage and shatter against their stony hide 50% of the time.

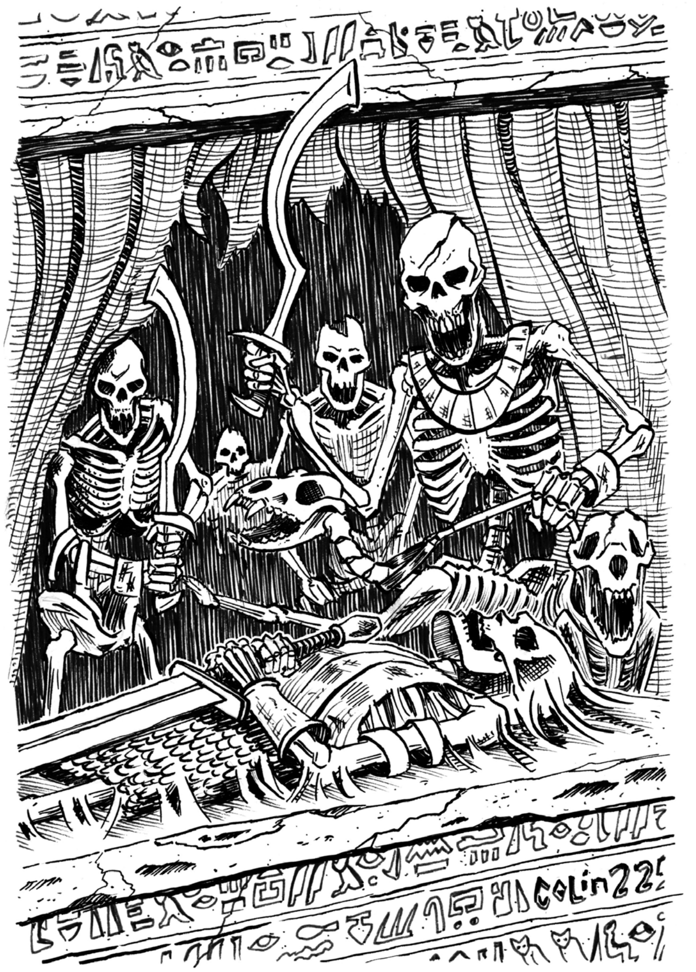
Stand still: When standing still gargoyles are completely motionless, and it cannot be discerned whether one is alive or an inanimate statue.

In a cavity on the east wall, concealed by several rocks, is a stash of 60 gp. A successful DC 10 Intelligence check reveals this hoard.

Area 2-19 — The Soul of Chaos: *Beyond a pair of nondescript double doors is a dark chamber with a low ceiling. All four walls are draped with black velvet curtains. The air carries the thick heady scent of perfume, and a soft ethereal music can be heard. In the center of the room is a six-inch black gem floating several feet off the floor slowly rotating and casting dim illumination.*

This is the location of the *Soul of Chaos*, one of the *soul gems* (see Appendix D). The ceiling is smooth and 10′ high. All walls, floor and ceiling are finished. The curtains are indeed black velvet and are in good condition.

Characters with alignments differing from the *soul gem* suffer **alignment shock** upon touching it (see Soul Gems in Appendix D). Those of opposing alignments suffer 4d16 damage when touching a *soul gem*, those of adjacent alignments suffer 1d16 damage. If the target survives the psychic onslaught, what comes next is a painful process, requiring the character to make a successful DC 13 Fort save or fall unconscious for 2d3 rounds. The toucher (and



any witnesses) must make a DC 15 Will save. Those who fail their save see a beautiful, dark haired, nude woman kiss the toucher on the forehead. Her face then seems to shift into various forms of monsters, humans and even members of the adventuring party, as she smiles evilly and laughs sardonically, before fading from view. Those who succeed in their save instead see the gem shrink to a ½ inch diameter and embed itself in the toucher's forehead. The gem possesses its victim (opposed Personality check vs. +3 negates) in order to ensure that its will is carried out. If needed, upon a successful possession, the gem also immediately changes the toucher's alignment temporarily to match that of the stone.

Area 2-20 — The Tomb of Racox: *The room appears to be about 30' square with the walls draped with black curtains. Opposite the door is a stone pedestal, perhaps 7' long. Resting on top is a skeletal form clad in ancient plate armor grasping a two-handed sword in its bony fingers. The sword is covered in a black leather sheath with gold-studded rivets. The sides of the pedestal bear engraved pictograms and words.*

This chamber is much larger than it appears due to the curtains. Hiding behind the curtains are a host of un-dead waiting to attack. This is the resting place of **Racox**, a great knight of an age past.

Carved on the sides of the pedestal are the history, great achievements, war chants, prayers and genealogy of the knight. The pedestal has a lid that can be removed by sliding the top off. This causes the curtains to drop to the floor, revealing 10 **skeletons** wearing chainmail and armed with longswords. Each skeleton is holding back a **skeletal hound** (see Appendix B). The skeletal hounds are released, and the skeletons draw swords and press the attack. They fight until destroyed.

Skeleton (10): Init +0; Atk claw +0 melee (1d3) or longsword +0 melee (1d8); AC 14 (chainmail); HD 1d6; hp 4 each; MV 25'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C; Crit U/d6.

Skeletal hound (10): Init +1; Atk bite +1 melee (1d5+1 plus prone (DC 10 Reflex save negates)); AC 10; HD 1d8; hp 6 each; MV 40'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C; Crit U/d6.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

If the body is removed from the pedestal or disturbed, all living creatures in the room are subject to a *curse* spell. Each creature must make a successful DC 16 Will save or suffer the curse of Racox (see sidebar **Curse of Racox (Minor Curse)** and Appendix D).

CURSE OF RACOX (MINOR CURSE)

Target, and all allies within the tomb of Racox, suffer a -1 Luck penalty and attackers gain a +2 bonus to damage rolls against them. The curse can only be nullified with a *remove curse* (spell check of 16+) or by Racox with his own two-handed sword.

If the two-handed sword is drawn from its black leather sheath, the corpse animates as **Racox, skeletal warrior** (see Appendix B). If the characters are in battle with the skeletal host, he seeks to use his ability to distract as quickly and often as possible to grant a boon to his allies. Racox fights until destroyed. Note that he can't be turned while in his tomb.

Racox (skeletal warrior): Init +3; Atk claw +3 melee (1d4+1) or two-handed sword +3 melee (1d10+1) or by weapon;

AC 18 (full plate); HD 3d12+6; hp 35; MV 20′; Act 2d20; SP un-dead traits, distract (4/day), *invisibility* (1/day, as per spell check result of 16), regeneration (5/round), unturnable, half damage from piercing and slashing weapons; SV Fort +2, Ref +2, Will +1; AL L; Crit U/d8.

Distract (4/day): As an action, Racox may precede his attack with a feint, drawing his opponent off guard and dealing an automatic critical hit should the next attack succeed.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Unturnable: While in his tomb, Racox cannot be turned.

The two-handed sword wielded by Racox has a finely worked golden blade and begemmed hilt (worth 150 gp). It rests in a gold-studded black leather sheath with a black onyx mounted on it (worth 20 gp if removed, 80 gp if intact). Hidden in the pedestal is a small ornate wooden box (worth 30 gp), containing a purple amethyst (worth 50 gp), and a gold and gem encrusted hand mirror (worth 45 gp).

Area 2-21 — The Cell Block: *This is a long hallway that runs east to west. The north wall is a series of eight cells, with rusting bars preventing escape. To the left is a battered wooden table plus a few chairs. A few unsavory human ruffians armed to the teeth spring into action!*

This is the block of cells for all prisoners taken by the evil villagers. The guards are a mealy lot, and attack interlopers on sight.

Ishpemo the Terrible: Init +3; Atk longsword +7 melee (1d8+3) or dagger +7 melee (1d4+3) or +7 missile fire (1d4); AC 21 (full plate & shield); HD 4d12+12; hp 40; MV 20′; Act 2d20; SV Fort +5, Ref +5, Will +3; AL C; Crit 19-20 IV/d20.

Midod the Filthy: Init +3; Atk polearm +3 melee (1d10+2); AC 19 (full plate & shield); HD 3d8+3; hp 16; MV 20′; Act 2d20; SV Fort +3, Ref +2, Will +0; AL C; Crit III/d8.

Onoch the Belly: Init +3; Atk two-handed sword +5 melee (1d10+4) or dagger +5 melee (1d4+4) or +5 missile fire (1d4); AC 15 (studded leather); HD 3d8; hp 16; MV 30′; Act 2d20; SV Fort +2, Ref +4, Will +1; AL C; Crit 19-20 III/d8.

Each cell is 20′ square with the southern "wall" of the cell being rusted bars. With a successful DC 17 Strength check, these bars can be bent enough to allow a human-sized creature (or smaller) to pass through. Due to the badly rusted condition of the bars, the check receives a +1d bonus. Each cell door has a lock (Ishpemo has a huge ring of keys clipped to his belt) and can be picked with a successful DC 17 Pick Lock check. Four of the cells are empty and are unlocked (cells B, C, D, and G).

Cell A: *Heaped in this cell is a pile of mundane equipment.*

The cell contains 5 scimitars, 4 wine flasks (2 full), 8 cloaks, a warm robe, 12 suits of men's and women's clothing, most of it robes suitable for desert travel, a spear, 3 daggers, 40′ rope, and any mundane equipment from captured characters.

Cell E: *Two male human prisoners are in this cell.*

The cell holds **Haltashaar** and **Virdonitii** (see Appendix C).

Cell F: *A single female human prisoner is in this cell.*

The cell holds **Vashalla** (see Appendix C).

Cell H: *A single male human nomad is slumped in the corner of this cell.*

The cell holds **Moram Infidel Bane** (see Appendix C)

Any characters captured in the village are brought here, stripped to their undergarments (mundane equipment is stored in cell A - any valuables or magic items go to area 4-18). If the entire party is captured, the judge should devise a plot to give them a reasonable chance to escape.

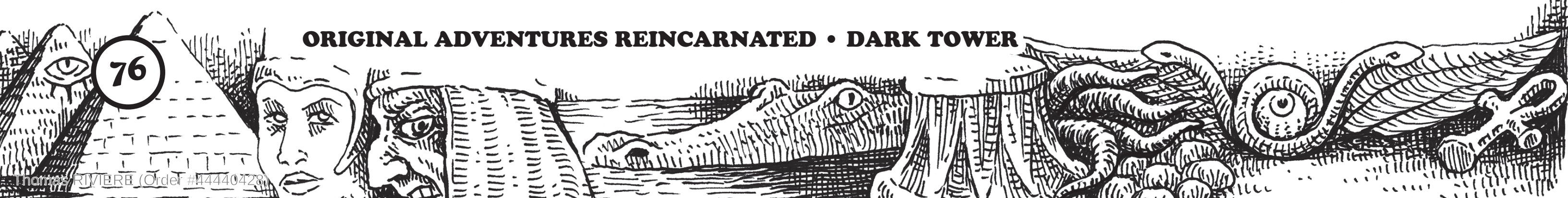
If the characters don't arrive here as prisoners and appear to be a worthy challenge to Ishpemo and his crew, there is a 30% chance he offers to parley with them. He suggests banding together to overthrow Avvakris, Merth, and Ollem Hairy-Arms. If offered a suitable share of treasure (at least twice a share), this motley crew could even agree to join the characters in exploring the dungeons. Either way, Ishpemo and his crew are untrustworthy, and at an inopportune time seek to betray the characters.

Area 2-22 — A Large Pool: *The air here is humid, and the chamber is bathed in flickering dim light. Most of the room is dominated by a pool of placid water. The light from the room seems to originate from the bottom of the pool. The bottom sparkles with thousands of coins.*

The water is 10′ deep. At the east end are several steps leading into the pool. Three tiles at the bottom radiate magical radiance, which illuminates the water and throws dim illumination throughout the chamber. Scattered at the bottom of the pool are 3,000 cp and 800 sp.

The water is inhabited by a **water elemental**. The elemental is invisible while in the water and will attack, with surprise, any character that approaches the edge of the pool. It prefers a target that is away from the eastern steps. It attempts to establish a grapple and then pull the target into the water to drown. Once the victim stops struggling, it seeks another target. It fights until destroyed.

Avvakris' ring or a wax seal of it can be used to prevent the elemental from attacking. However, the wax seal must be cast into the water, or the ring must be touched to the water's surface.



Elemental, water: Init +6; Atk slam +10 melee (2d6); AC 16; HD 8d8; hp 32; MV 40′, swim 80′; Act 1d20; SP engulf and drown, vulnerable to fire and heat (double damage), elemental traits; SV Fort +8, Ref +8, Will +8; AL N; Crit M/d14.

Elemental traits: Elementals are impervious to non-magical attacks and can be controlled by a wizard casting the proper spell (p. 411, DCC RPG).

Engulf and drown: A water elemental attempts to move over its opponents, engulfing them within its space. It can still slam engulfed targets as it buffets them within its waves, and when a target is engulfed, it may begin to drown. An engulfed target attacks at -4 and must make an opposed Str check (against Str 20 (+4)) to push its way out. For each round it starts engulfed, the target must succeed in a DC 16 Stamina check. When the first check fails, the target is drowning. Once drowning, the creature loses 1d6 points of Stamina per round.

Vulnerable: A water elemental suffers double damage from fire and heat.

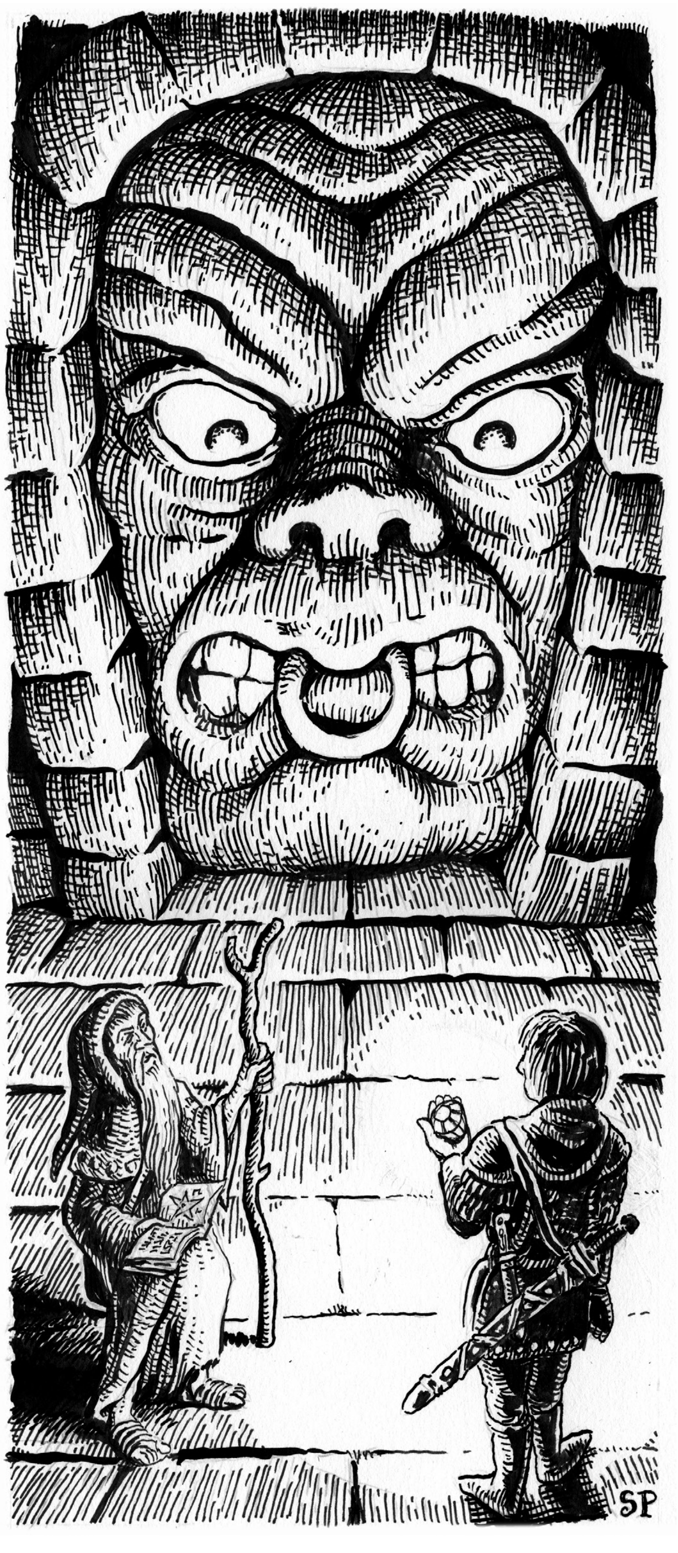
Area 2-23 — Hill Giant Lair: *This huge hall must be nearly 200′ long north to south and half again as wide. The ceiling is arched, a full 40′ above. Three stacks of precariously balanced stones are in the open room. Along the west wall are three piles of mangy furs.*

Note: There is a 20% chance that 1d3 of the giants here are wandering about this Dungeon Level. Adjust the read aloud text as needed.

This massive chamber is a sort of guard post crewed by three **hill giants**. If all three are present, they are kneeling in the northwest corner of the room, in the middle of a dice wagering game. They pass a bottle amongst themselves, taking swigs of vile wine. There is a pile of coins they wager on. Otherwise, the hill giants are sleeping.

If any humanoids enter the room, the hill giants come to attention quickly, standing straight up and awaiting orders. If they do not recognize either Avvakris, Merth, Aphris or Haffrung, or are not shown *Avvakris' ring* or a wax seal of Avvakris' signet (**Player Handout 2**), the hill giants attack in 1d3 rounds. If combat occurs here, the giants grab boulders from the columns and begin to hurl them. They fight to the death.

There are three columns of stacked boulders (see **Player Handout 10**). Each contains 1d6+5 boulders suitable for tossing. A rock column can be tipped easily with an action. If tipped over in the direction of a human-sized creature within 5′, that target suffers 3d8 damage (DC 10 Reflex save negates).



The northwest corner of the chamber is used for gambling. A pair of bone dice, 3″ across, sit next to an oversized bejeweled bottle that contains powerful giantish wine. A character that samples the wine must make a successful DC 18 Fort save or become intoxicated and suffer -1d to all rolls for the next 1d3 hours.

The piles of fur are worthless, stained and flea-infested. Each serves as a bed for one of the guards. If the giants are throwing dice, the pile of coins used to wager consists of 1,000 gp. Otherwise, these coins are in a large sack, poorly hidden in one of the fur piles. The 2′ tall, bejeweled bronze bottle is carved in the likeness of a cat and has two aquamarines and yellow glass set in it (worth 180 gp).

Giant, hill (1d3) (12′ tall, 1,200 lbs.): Init -2; Atk club +15 melee (2d8+8) or hurled stone +6 missile fire (1d8+6, range 100); AC 16; HD 8d10; hp 65 each; MV 30′; Act 1d24; SP infravision 60′; SV Fort +10, Ref +5, Will +6; AL C; Crit 20-24 G/d4.

Area 2-24 — Hall of the Warring Doors: *Opening the double doors reveals a 20′ wide corridor. There is a pile of coins at your feet, and you can see a door at the opposite end of the corridor, perhaps 100′ away. At the base of this door is another pile of coins. Unlike most doors in the dungeon, both of these are stout wood, and each bears an oversized bronze knocker held on a ring in a humanoid's mouth. The face to the north appears to be a kindly old man, while the face to the south is a leering female. In the middle of the corridor, equidistant from each portal, is a discarded diamond that glints off your light source.*

If the characters enter this hallway, they get embroiled in an ages-long feud between two magical doors. If the characters don't have a light source, one of the doors casts *cantrip* to call attention to the diamond.

The north and south doors are imbued with a glimmer of intelligence. Each can speak (Common and Dragon), make a face appear on its bronze knocker, lock and unlock itself, change its color, or change its temperature + or - 100 degrees C (182 degrees F). At the north end of the hall is **Hargrove**, an **intelligent door** (see Appendix B) of Lawful alignment. At the south end of the hall is **Sydni,** an **intelligent door** of Chaotic alignment. The doors morph their bronze "faces" to speak in Common and address the characters.

The two doors are antagonistic towards each other and are currently quibbling as to the ownership of a fabulous diamond situated halfway down the hall. Each believes they are the rightful owner of the diamond. Although the doors are oppositely aligned, they help any who are willing to procure the gem for them or assist in their perpetual quest against the other door. This quickly devolves into a shouting match between the doors as each tries to gain the favor of the characters. They cast spells, threaten, bribe with treasure, or make whatever promises needed to secure aid. Hargrove is kind, pleasant and reasonable. Sydni is cruel, and unyielding, but has more treasure to offer. Even though they are bitter enemies, neither door actually kills the other (each has regeneration), but instead they seek to damage, embarrass or bully the other.

This should provide an interesting social interaction and puzzle for the characters. If the doors are not getting the satisfaction they deserve, they shut and lock, plus cast *ward portal* for good measure. Sydni enjoys casting *chill touch* on her handle as a cruel practical joke. Although, there is little preventing the characters from just grabbing the treasure and walking away. If this occurs, the doors unleash damaging area of effect spells.

The diamond in the middle of the hall is worth 500 gp. Each door maintains a small pile of coins. Hargrove's pile consists of 100 gp and 60 sp. Sydni's pile is larger and contains 200 gp, and 500 sp.

Hargrove (intelligent door):- Init -2; Atk none; AC 18; HD 8d10; hp 50; MV 30′; Act 1d24; Languages: Common, Dragon; SP infravision 120′, lock, scream, immutable form, regeneration (2/round), immune to *charm*, paralysis, and *sleep*, half damage from non-magical weapons, double damage from axes, spellcasting (+5 spell check): Spells (1st) *cantrip, choking cloud, enlarge, force manipulation, magic missile, ward portal;* (2nd) *scorching ray*; SV Fort +5, Ref N/A, Will +5; AL L; Crit N/A.

Immutable Form: Hargrove is immune to any spell or effect that would alter its form.

Lock: At will, Hargrove can lock or unlock itself. It requires a DC 17 Pick Lock check to unlock Hargrove.

Scream: Hargrove can emit a piercing shriek in a 60′ line causing 2d6 damage to all creatures in that line (DC 12 Fort save negates).

Sydni (intelligent door): Init -2; Atk none; AC 18; HD 8d10; hp 50; MV 30′; Act 1d24; Languages: Common, Dragon; SP infravision 120′, lock, scream, immutable form, regeneration (2/round), immune to *charm*, paralysis, and *sleep*, half damage from non-magical weapons, double damage from axes, spellcasting (+5 spell check): Spells (1st) *cantrip, chill touch, enlarge, force manipulation, magic missile, ward portal;* (2nd) *ray of enfeeblement, scorching ray*; SV Fort +5, Ref N/A, Will +5; AL C; Crit N/A.

Immutable Form: Sydni is immune to any spell or effect tha would alter its form.

Lock: At will, Sydni can lock or unlock itself. It requires a DC 17 Pick Lock check to unlock Hargrove.

Scream: Sydni can emit a piercing shriek in a 60′ line causing 2d6 damage to all creatures in that line (DC 12 Fort save negates).

CHAPTER FIVE

DUNGEON LEVEL 3

Dungeon Level 3 is a compact level with several locations directly attached to Dungeon Level 4. The Dark Tower of Set is located in the midst of this level, while the White Tower of Mitra occurs buried just to the north of this level. The White Tower is a circular structure situated to the north of area 3-3, while the Dark Tower is a square tower nestled between areas 3-9 and 3-17 to 3-19. Similar to Dungeon Level 2, there are no direct entrances to these structures on this level. There are numerous entrances to this level from the level above. These include:

- Area 3-1 is the upper rafters of the former chapel of Mitra (area 4-10).
- The sloping passage from area 2-14 leads to area 3-5.
- The teleporter from area 1-31 deposits characters in area 3-10.
- The teleporter from area 2-15 deposits characters in area 3-11 on this level.
- The stairs north of area 2-32 lead to area 3-12.
- The stairs east from area 2-12 leads to the door outside of area 3-19.
- The shaft in area 3-10 leads to area 4-25.
- The stairs in area 3-11 lead to area 4-26.
- A ladder in area 3-8 descends to area 4-29.
- Area 3-20 is the open upper of area 4-16. Climbing down from one of the windows here can provide access to Dungeon Level 4.
- The shaft in area 3-24 descends to area 4-13.
- The stairway in area 3-22 leads to area 4-15.

GENERAL FEATURES

Corridors are 10′ high, unless otherwise noted. Individual room ceilings vary by description. Most of the walls on this level are finished stone. The exceptions are areas 3-2, 3-4, 3-5, 3-8, 3-9, 3-23, and 3-24. Rough-hewn stone walls can be climbed with a successful DC 10 Climb Sheer Surfaces check due to numerous handholds and imperfections. Finished stone walls are more difficult to scale, requiring a successful DC 15 Climb Sheer Surfaces check.

A standard door in the dungeon is composed of stone and opens out or in as displayed on the map. A stone door has an AC 17 and 30 hit points. Unless noted in the individual room description, a locked stone door requires a successful DC 16 Pick Lock check to unlock, or a successful DC 18 Strength check to break down.

PROVISIONS

Assume that whenever an NPC is found in its keyed location (typically its residence), that 1d4 weeks of edible provisions, along with 1d10 gallons of wine or water are present per person, despite the encounter description. Obviously, this does not apply to prisoners.

SECRET DOORS

Secret doors require an Intelligence check to discover (with elves receiving a +4 bonus on the check). Additionally, thieves may search for secret doors using their Find Trap skill with the required Intelligence DC being reduced by 4. Elves passing within 10′ of a secret door are automatically allowed a check for noticing the secret door. It is possible that a party who is carefully mapping may discover evidence of a secret door. If so, allow a +1d bonus to checks while searching for that specific secret door.

WANDERING MONSTERS

Unlike most DCC RPG adventures, *Dark Tower* makes extensive use of wandering monsters. The dungeon is a dynamic environment with residents of this level moving around, in addition to those from the village above, plus residents of lower levels. Therefore, since many of the encounters below can be found at keyed locations in the village or other levels of the dungeon, it follows that if they are killed, then they cannot be encountered again, nor can they be found in their lairs. The judge is directed to the appropriate keyed location for more details on these NPCs. Of course, the reverse is true of NPCs who are defeated in their keyed locations. They should be removed from these wandering encounter tables.

For every 3 turns spent moving around Dungeon Level 3 there is a 1-in-6 chance of a wandering encounter. Should the characters enter an empty chamber, this chance doubles to 2-in-6. Upon rolling a successful encounter check, roll a 1d8 and consult the table below to determine the encounter.

DUNGEON LEVEL 3

d8 Roll	Encounter
1	Trolls
2	Haffrung Helleyes and Entourage
3	Xor the Evil One and Cronok the Fox
4	Wanderer from Dungeon Level 2
5	Carnivorous Ape-Men
6	Malicia the Succubus
7	Rust Monster
8	Wanderer from Dungeon Level 4

DUNGEON LEVEL 3 WANDERING MONSTER DESCRIPTIONS

CARNIVOROUS APE-MEN: This is a wandering pack of 2d4 **carnivorous ape-men** (see Appendix B) from area 4-29. They howl and attack at once. Roll again to see if another wandering monster is attracted to the commotion. If more than five carnivorous ape-men are present, then **Shadrock the Enchanter** accompanies them (see area 4-28 for details).

Carnivorous ape-man (2d4): Init +1; Atk bite +5 melee (1d10+3) or slam +5 melee (1d4+3) or thrown stone +3 missile fire (1d4+3, range 30); AC 13; HD 4d8+4; hp 25 each; MV 20′, climb 20′; Act 3d20; SP none; SV Fort +5, Ref +3, Will +4; AL N; Crit M/d10.

HAFFRUNG HELLEYES AND ENTOURAGE: The wizard **Haffrung Helleyes** (see Appendix C), two of his bodyguards (areas 3-16 to 3-19), plus 1d6 **carnivorous ape-men** (see Appendix B) are moving about this level.

Carnivorous ape-man (1d6): Init +1; Atk bite +5 melee (1d10+3) or slam +5 melee (1d4+3) or thrown stone +3 missile fire (1d4+3, range 30); AC 13; HD 4d8+4; hp 25 each; MV 20′, climb 20′; Act 3d20; SP none; SV Fort +5, Ref +3, Will +4; AL N; Crit M/d10.

MALICIA THE SUCCUBUS: The succubus **Malicia** is traveling between the Overlord's Inn (area V-7) and her personal quarters on this level (area 3-22). If encountered, she tries to ascertain the characters' motives, but is quick to flee, using *invisibility* if needed.

RUST MONSTER: The rust monster (see Appendix B) from area 3-6 occasionally wanders away from its lair to seek fresh metal. It greedily attacks, but if reduced to 7 hit points or fewer, it flees back to its lair.

Rust monster: Init +4; Atk bite +2 melee (1d4+1) or feelers +2 melee (0 plus corrode metal; attack rolled against unarmored AC); AC 13; HD 3d8+6; hp 27; MV 30′; Act 1d20; SP detect metal 100′, corrode metal; SV Fort +4, Ref +2, Will -1; AL N; Crit M/d8.

Corrode metal: Any metal weapon touched by the rust monster's feelers or that strikes the rust monster is damaged. A weapon is rendered useless after one touch and metal armor loses one "plus" to Armor Class every round of contact. Magic items receive a save against DC 12 (add the weapon's "plus" to the d20 roll).

TROLLS: This is just a marauding band of six **trolls** looking to start some trouble. Attacking the characters sounds like a good start. They are recent arrivals to the dungeon and not associated with any particular location.

Troll (6): Init +6; Atk bite +10 melee (2d8+6) or claw +8 melee (2d6); AC 19; HD 8d8+6; hp 54 each; MV 40′; Act 3d20; SP stench, regeneration (1d8 points of damage at the end of each round, including the round it is killed), immune to critical hits, poison, and disease, immune to mind-affecting spells, vulnerable to fire (fire damage does not regenerate); SV Fort +10, Ref +5, Will +8 (see Troll, p. 429, DCC RPG); AL C; Crit M/d8.

Regeneration: A troll heals at a prodigious rate, regenerating 1d8 hit points at the end of each round, including the round it is killed. It can only be truly put down by taking its hit points negative such that its final regenerative burst does not raise its total above 0. A troll's severed head or limbs will even crawl back and re-attach. The troll's only vulnerability is to fire, from which it does not regenerate.

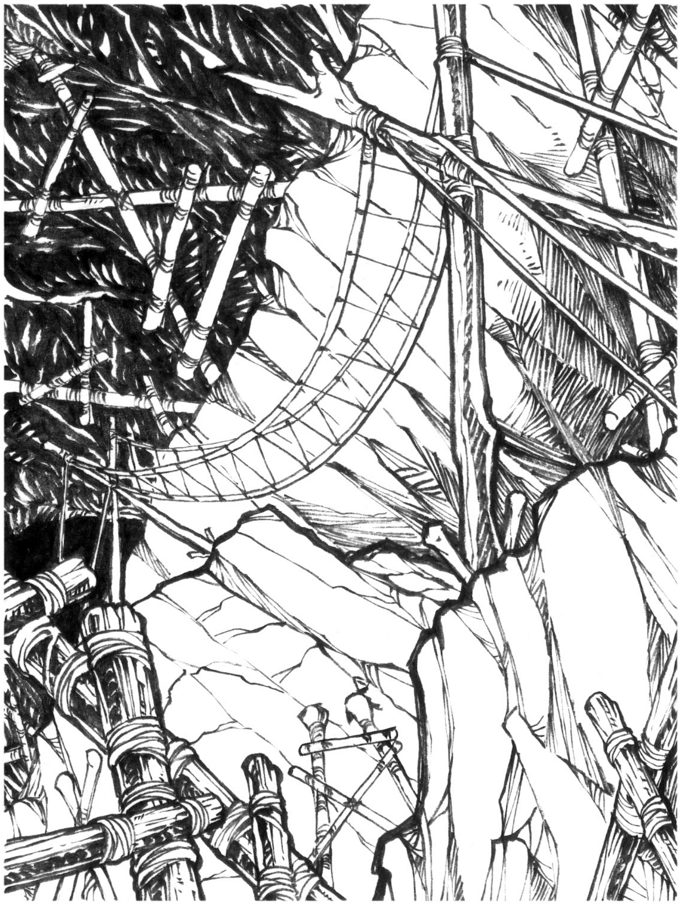
Stench: A troll stinks so badly that creatures within 20′ must make a DC 12 Fort save each round or succumb to a fit of retching (-2 to all rolls while retching).

Vulnerable: A troll doesnot regenerate damage from fire.

WANDERER FROM DUNGEON LEVEL 2: Use the Wandering Monsters Encounter table from Dungeon Level 2 to determine this encounter.

WANDERER FROM DUNGEON LEVEL 4: Use the Wandering Monsters Encounter table from Dungeon Level 4 to determine this encounter.

XOR THE EVIL ONE AND CRONOK THE FOX: Xor the Evil One and his hireling **Cronok the Fox** (see Appendix C) are wandering mercenaries seeking to procure wealth to fund a war in distant land. These two have established a camp in area 3-3, but frequently comb the dungeon for loot. If the characters appear to be laden with wealth, Xor fights to the death. But if he is defeated, Cronok surrenders and bargains for his freedom.



KEY TO DUNGEON LEVEL 3 (MAP 9)

Area 3-1 — Upper Rafters of the Temple of Mitra: *The cavern opens up to a yawning chamber. The ceiling is 20′ overhead supported by rotting timbers. The floor is at least 20′ below the ledge you stand on. A crude rope bridge spans the chamber, leading to another cavern on the opposite side.*

This chamber is the upper part of a former chapel to Mitra (area 4-10) on the level below. The floor is 25′ below the doorways. Characters can *fly*, *levitate*, or lower a rope to access that area. Climbing down the walls requires a successful DC 13 Climb Sheer Surfaces check, although this attracts the attention of the chamber's denizens.

The rope bridge is about 10′ wide and is about 100′ long. It is securely attached at both ends. Untying one of these ends takes one character 6 rounds, although two working in concert can accomplish the task in 3 rounds. The bridge can also be severed (10 hit points). Walking across the bridge at greater than half movement requires a successful DC 10 Agility check, with failure indicating a fall. If a target takes damage while standing on the bridge, they must make a successful Agility check vs. DC 8 + damage taken. A creature can make a successful DC 13 Reflex save to fall prone and grab hold of the bridge to prevent falling. Falling off the bridge causes 3d6 damage.

The rafters are inhabited by 30 **giant vampire bats**. If a light source is brought here or any loud sounds produced, the giant bats are disturbed and attack those on the bridge or climbing down the walls. They attack in waves of 2d4+3 each turn, swooping down before retreating back up to the rafters. If the characters can bathe the entire chamber in bright light, the bats become confused and suffer –1d to all attacks.

Bat, giant vampire (30): Init +6; Atk bite +4 melee (1d6 plus disease and vampire drain); AC 14; HD 2d8; hp 8 each; MV fly 40′; Act 1d20; SP vampire bite (latches onto target and automatically inflicts an additional 1d4 damage per round until killed), disease (intense weakness: permanently lose 1 Strength, DC 12 Fort save negates); SV Fort +4, Ref +4, Will -2; AL C; Crit M/d8.

Area 3-2 — The Tomb of Sam: *The floor of this natural cavern is covered with straw and the scent of animal is strong here. There is a mangled orc carcass on the floor. Against the northwest wall are three dozing bears with brown fur.*

The ceiling is 25′ high. The chamber serves as the pen for a trio of pets for a nearby warlord. But there is also a slumbering evil here, and a valuable treasure.

The **brown bears** (see Appendix B) are comfortable around humanoids and will not immediately attack. They are the pets of **Xor the Evil One** (area 3-3). If left unmolested, they watch the characters with curiosity, snuffle around for treats (jerky or meat), and even seek to be petted by intruders. However, if any creatures try to go down the passage toward area 3-3, the three bears attack with berserk abandon and fight to the death.

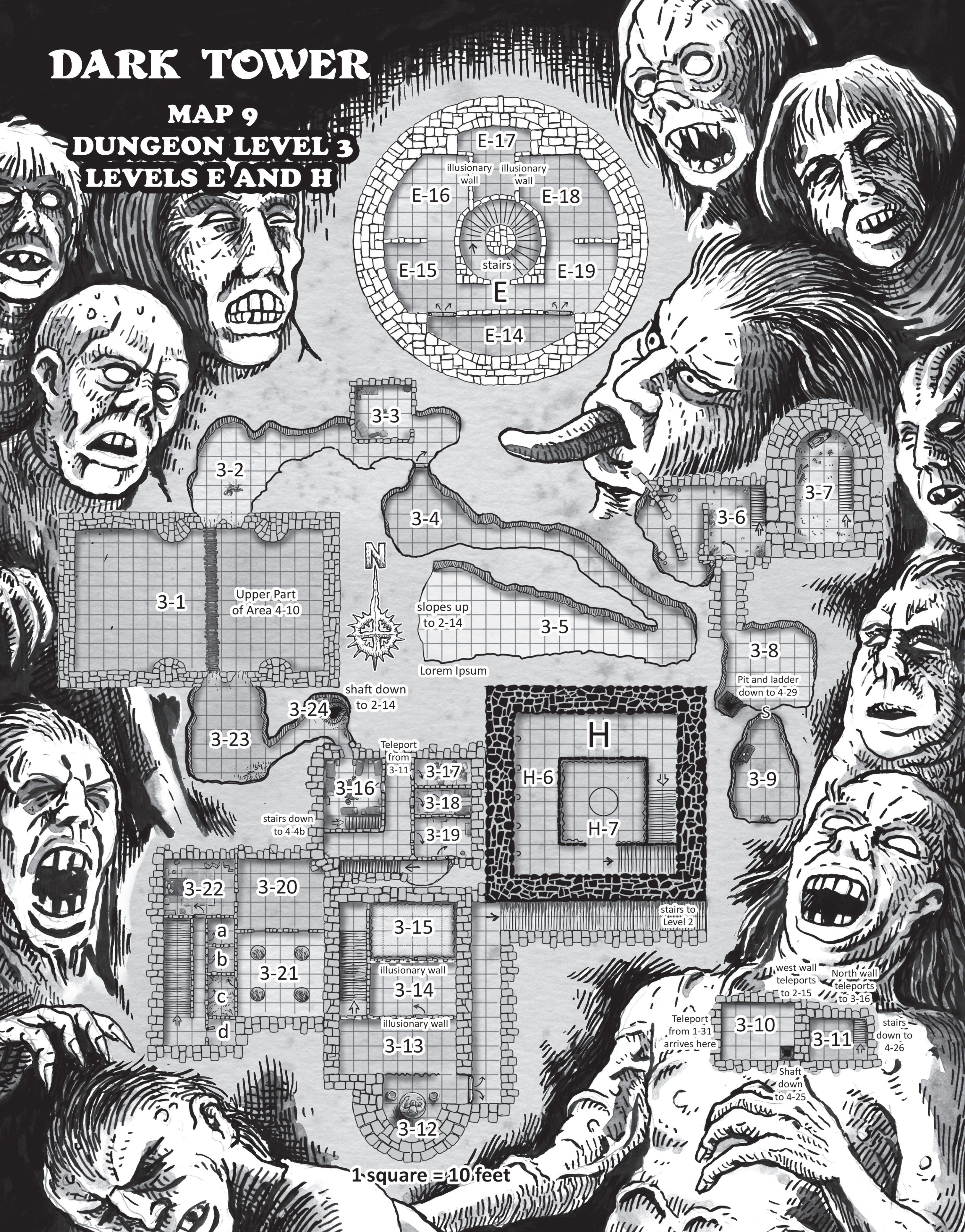
Bear, brown (3): Init +2; Atk slam +5 melee (1d6+5 plus bear hug) or claw +5 melee (1d8+5); AC 16; HD 4d8+4; hp 20 each; MV 30′; Act 1d20; SP bear hug, infravision 60′; SV Fort +4, Ref +2, Will +1; AL N; Crit M/d8.

Bear hug: In combat, the bear grasps its enemy in a mighty bear hug to hold its prey firmly in place while it ravages it with its fangs. If the bear lands a slam successfully, its opponent must succeed in an opposed Strength check against the bear's 20 Strength (+5). Failure means they have been trapped in a bear hug. Each round thereafter, the bear automatically inflicts another 1d6+5 damage with its massive fangs. The victim can attempt to escape each round with another opposed Strength check on their action.

Along the west wall, buried under the 2′ of soft earth and covered with straw, is the skeleton of Sam the frost giant (area 2-5). The 16′ tall skeleton is complete. If any of the treasure is touched in any way, the **frost giant skeleton** (see Appendix B) animates, clawing and clambering up out of the earth to attack. It takes 1 full round to extricate itself

DARK TOWER

MAP 9
DUNGEON LEVEL 3
LEVELS E AND H


E-17
illusionary wall
illusionary wall
E-16
E-18
stairs
E-15
E-19
E
E-14
3-3
3-2
3-4
3-7
3-6
N
3-1
Upper Part of Area 4-10
slopes up to 2-14
3-5
3-8
Lorem Ipsum
Pit and ladder down to 4-29
S
shaft down to 2-14
3-24
3-23
H
Teleport from 3-11
3-16
3-17
3-18
3-19
stairs down to 4-4b
H-6
H-7
3-9
3-22
3-20
3-15
stairs to Level 2
a
b
c
d
3-21
illusionary wall
3-14
illusionary wall
3-13
3-12
west wall teleports to 2-15
North wall teleports to 3-16
Teleport from 1-31 arrives here
3-10
3-11
stairs down to 4-26
Shaft down to 4-25
1 square = 10 feet

before it can attack with slam attacks. If available, it will wield ***Sleet*** (see below).

Skeleton, frost giant (16' tall, 450 lbs.): Init +3; Atk slam +10 melee (2d8+8) or Sleet +12 melee (1d10+3d3+8); AC 15; HD 9d10; hp 60; MV 50'; Act 2d24; SP un-dead traits, half damage from non-magical weapons, vulnerable to fire (double damage); SV Fort +14, Ref +7, Will +11; AL C; Crit 20-24 G/d4.

Vulnerable: A frost giant skeleton suffers double damage from fire.

Marked with a red-painted human skull, jammed into the wall, is a 6' long wooden coffin. Inside the coffin is a human **skeleton**. Whoever opens the coffin is subject to the skeleton's surprise attack.

Skeleton: Init +0 (surprise); Atk claw +0 melee (1d3) or by weapon +0 melee; AC 9; HD 1d6; hp 3; MV 30'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C; Crit U/d6.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Under the skeleton are the following valuable items:

- Two cunningly crafted silver sculptures of Set, each 3' tall (worth 110 gp each, but weighing 80 pounds).
- A steel, mesh bag containing two gems: a citrine (worth 30 gp) and a scintillating crystal of many colors (worth 100 gp). Note: If the scintillating crystal of many colors is absorbed by the Mind of Balance (see Appendix D), the artifact gains the power to cast *detect evil* once per day.
- Two small, shallow unlocked wooden chests. Each chest lid is trapped with a poison needle. A creature that opens the chest suffers 1 damage plus 3d6 poison (DC 15 Fort save for half damage). The poison needle traps can be detected with a successful DC 17 Find Trap check. Each poison needle can be disabled with a successful DC 16 Disable Trap check. Each chest contains 250 gp.
- A *potion of delusion* (see Appendix D). The potion appears to be a *potion of extraordinary healing* (see p. 224, DCC RPG).
- A two-handed sword (actually a frost giant's longsword), with a blade 6' long, stretches the full length of the coffin. It is a frost brand, but due to its length and weight, human-sized creatures using the sword suffer an additional -1d to initiative checks (for a d14). Mighty Sam wielded the sword one-handed.

Sleet* *(+2 two-handed sword): INT 5; Communication: empathy; Special Powers: frost burn (+3d3 cold damage, quadruple damage to fire elementals).

Area 3-3 — The Lair of Xor the Evil One: There is a 20% chance that the occupants of this chamber are exploring the dungeon level. If encountered here, adjust the read-aloud text.

The rough-hewn passages give way to a finished chamber perhaps 40' square. Set up in the chamber appears to be a makeshift camp, complete with a few bedrolls, a brazier with red-hot embers, a lantern and several equipment packs.

The ceiling ranges from 15' to 20' high and is dotted with stalactites. The camp belongs to a pair of mercenaries from a distant land, who came to the dungeon to plunder it of riches. The bedrolls are normal, and the packs contain standard adventuring gear (torches, rope, spikes, etc.). Two small wooden chests are concealed under one of the bedrolls.

Xor the Evil One (see Appendix C) keeps an extra chest of poisoned food that is undetectable by taste. If imbibed, the effects set in after 6 rounds. The imbiber suffers 2d8 damage for two rounds and is paralyzed for 1d6 hours (DC 14 Fort save negates paralysis).

At first, he is willing to parley with the characters, inviting the visitors to sup with him and his servant. Of course, the food is poisoned and Xor has already imbibed a dose of the antidote. Assuming a few characters become poisoned, he attacks, starting with his *ring of levitation*, seeking to pin a warrior to the ceiling. Then he draws his sword and attacks those not poisoned.

Along with Xor is his henchman and sometimes servant **Cronok the Fox** (see Appendix C). Cronok does not enter a fight unless he has a pretty good idea that Xor will win. Up until now that has been the case. If it begins to look like Xor is to be defeated, or if Cronok is reduced to 10 or fewer hit points, he surrenders, trusting the "good guys" not to kill him.

Xor the Evil One: Init +3; Atk *Trollbane* +10 melee (1d8+5) or +1 *warhammer* +9 melee (1d6+3); AC 21 (full plate & shield); HD 6d12+18; hp 65; MV 20'; Act 3d20; SP *ring of levitation* (5/day, as per spell check result of 16); SV Fort +7, Ref +4, Will +3; AL L; Crit 18-20 V/d30.

Trollbane (+2 longsword): INT 6; AL L; Bane: trolls (neutralization, successful hit negates regeneration for 1 day); Communication: empathy; Special Powers: flame brand (3/day, +1d6 damage).

Cronok the Fox: Init +3; Atk longsword +3 melee (1d8+2) or dagger +3 melee (1d4+2) or +3 missile fire (1d4) or crossbow +3 missile fire (1d6); AC 21 (full plate & +2 shield); HD 3d8+3; hp 16; MV 20'; Act 2d20; SP sweeping strike (3/day); SV Fort +5, Ref +3, Will +3; AL N; Crit III/d20.

Sweeping strike (3/day): If Cronok hits with a weapon attack, he can choose another target within 5′. If his attack roll would also hit this target, it suffers half of the damage done to the first target.

In an unlocked chest at the end of Xor's bedroll is the following: 800 sp and 200 gp. Wrapped in a piece of leather are three vials of antidote against the poisoned food. Imbibing a dose of antidote negates the paralysis and restores 1d6 hit points to the target.

If an adventuring group is in this chamber for more than 1 turn, **Grimstone** (area 3-4) enters and blindly attacks Xor. If the situation appears dire to Xor, he offers a truce with the characters. If properly rewarded Xor may even join a party, but only to further his own purposes and he should be played as such. The characters should get the chance to discover his true intentions via social interaction.

Area 3-4 — Grimstone: *This natural cavern has a low ceiling. Slumped against the southern wall is the disheveled form of a humanoid with numerous cuts and bruises and a pallid complexion.*

The ceiling here is only 8′ high, although it's smooth.

The pallid figure is **Grimstone**, an elf explorer, and the last of a charmed group of adventurers sent to kill Xor the Evil One, because he would not join forces with Haffrung Helleyes. The rest of his comrades were slain by ghouls in area 3-5. However, being an elf and possessing the *Sword of Kroan* saved him. Following a rest, he is ready to complete his task.

Grimstone: Init +3; Atk *Sword of Kroan* +5 melee (1d8+5); AC 19 (banded mail & shield); HD 3d8+3; hp 16; MV 20′; Act 2d20; SP infravision 60′, immune to magical sleep and paralysis, spellcasting (+4 spell check): Spells (1st) *cantrip, color spray, invoke patron* (King of Elfland), *patron bond, spider climb*; (2nd) *fire resistance, scorching ray*; SV Fort +5, Ref +3, Will +3; AL C; Crit II/d10.

The Sword of Kroan (+3 mithril longsword): INT 9; AL C; Communication: empathy; Special Powers: detect secret doors within 60′, detect traps within 30′ (1/day).

The Sword of Kroan bears the same signet (three coins, three fish and three sheaves of wheat) on its hilt as is on the ring on the corpse in area 1-6.

Area 3-5 — Ghoul's Lair: *The corridor meanders before turning south into a widened section. The corridor continues on, sloping upwards. But the cavern smells of death and decay and hosts a grim scene, among several piles of rocks. Numerous bloodied bodies are strewn about. Worse, several unclad humanoids, with dirty talons and elongated tongues, feast on the warm flesh.*

A few hours ago, a terrible battle between Grimstone (area 3-4) and his allies and a cadre of ghouls took place here. The bodies of five ghouls and four adventurers lay about the floor. The remaining ghouls are in the midst of a grisly feast, despite the fact these un-dead creatures do not require nourishment.

There are six **ghouls** and one **elder ghoul** (see Appendix B) remaining here. They are busy feasting and can be surprised. But once they are alerted to fresh meat, they relentlessly attack.

Ghoul (6+4): Init +1; Atk bite +3 melee (1d4 plus paralyzation) or claw +1 melee (1d3); AC 12; HD 2d6; hp 8 each; MV 30′; Act 1d20; SP un-dead traits, paralyzation (DC 14 Will save or be paralyzed, unable to move or take any physical action for 1d6 hours), infravision 100′; SV Fort +1, Ref +0, Will +0; AL C; Crit U/d8.

Ghoul, elder: Init +1; Atk bite +8 melee (1d4+5 plus paralyzation) or claw +6 melee (1d3+5); AC 14; HD 4d6; hp 20; MV 30′; Act 2d20; SP un-dead traits, extraordinary strength (+5 to Strength-based actions and attacks), swift (+1 action die), paralyzation (DC 14 Will save or be paralyzed, unable to move or take any physical action for 1d6 hours), infravision 100′; SV Fort +1, Ref +0, Will +0; AL C; Crit U/d10.

Un-dead traits: Ghouls are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Buried under a pile of rocks with a giant's skull on the top is the following: 1,000 cp, 200 sp, 25 gp, four emeralds (each worth 100 gp), and a scroll of *food of the gods*.

Unless blessed by a cleric, the four fallen adventurers arise from the grave as ghouls in 1d4 rounds and join the battle.

Area 3-6 — Attic: There is a 30% chance the **rust monster** is wandering around this level looking for metal to consume. If so, the creature is not encountered here.

This room appears to be an old storeroom. Several humanoid skeletons lie discarded amongst the broken furniture, other woody debris and dishes along with various types of utensils and hand tools. There is a partial wall to the west, nearly dividing the entire room. Along the east wall is a stairway heading down.

This is the upstairs to an old dry goods merchant shop. The skeletons are not animated, and the debris is just mundane worthless junk. There are no metal utensils or tools here, long since consumed by the resident.

Note: The inhabitants of area 3-8 are engaged in a roaring contest and general rough housing. This ruckus can be heard from here.

If present, the rust monster is on the opposite side of the partial wall munching on an old suit of plate armor. If it senses fresh metal, it moves quickly to procure it. It fights to the death in its lair.

Rust monster: Init +4; Atk bite +2 melee (1d4+1) or feelers +2 melee (0 plus corrode metal; attack rolled against unarmored AC); AC 13; HD 3d8+6; hp 27; MV 30′; Act 1d20; SP detect metal 100′, corrode metal; SV Fort +4, Ref +2, Will -1; AL N; Crit M/d8.

Corrode metal: Any metal weapon touched by the rust monster's feelers or that strikes the rust monster is damaged. A weapon is rendered useless after one touch and metal armor loses one "plus" to Armor Class every round of contact. Magic items receive a save against DC 12 (add the weapon's "plus" to the d20 roll).

Area 3-7 — Cloth Wrapped Horror: *Heading up the stone stairs leads to a dry dusty chamber. Positioned in front of the northern semicircular wall is a plain stone sarcophagus. It appears to be sealed.*

The only entrance to this chamber is from area 4-9. This is a tomb for a forgotten minion, once a modestly accomplished evil wizard in the service of the lich (area L-22). A disagreement developed between the two, and he was betrayed, wrapped in funeral linens and entombed alive. During the betrayal and entombment, the lich used foul sorcery to curse the wizard into a **mummy**. When the sarcophagus is opened, the mummy sits up, attacking with its rotting fist.

Mummy: Init +0; Atk choke +5 melee (1d4 / 2d4 / 3d4 / etc.) or club +3 melee (1d6+2); AC 11; HD 8d12+8; hp 56; MV 20′; Act 1d20; SP damage reduction 5, mummy rot (1 Stamina damage per day (DC 10 Fort negates)), vulnerable to fire (double damage), un-dead traits; SV Fort +4, Ref +2, Will +10; AL C; Crit U/d12.

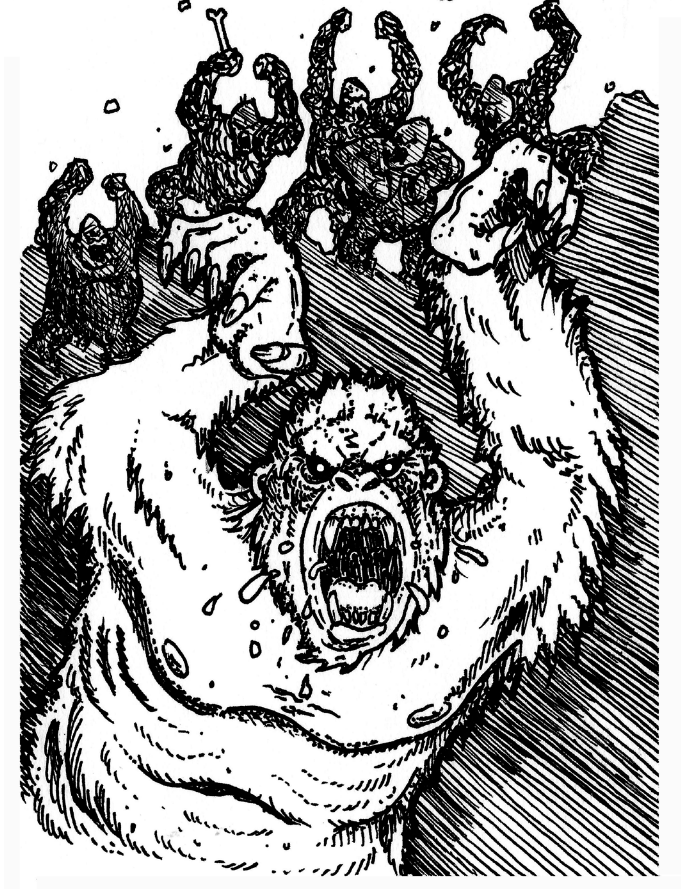
Choke: A mummy that succeeds on a choke attack uses one or both hands to throttle its target. On the first round, this causes 1d4 damage from suffocation. If the mummy succeeds in a second round of choking, the next attack causes 2d4 damage. If the third attack succeeds for a third round, the attack causes 3d4, then 4d4, and so on until either the mummy's attack fails or the target is suffocated.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 12 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina damage will not heal naturally until the rot is arrested by magic.

Un-dead traits: Mummies are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Vulnerable: A mummy suffers double damage from fire.

Scattered about the interior of the sarcophagus, under the mummy, are 200 gp.



Area 3-8 — Roaring Contest: *Long before you arrive in this rough-hewn chamber, the bellowing and roaring of the inhabitants is heard. Half a dozen feral apes hoot and holler while wrestling and rough housing. One rises above the others with a few fist pounds on its chest, only to be tackled from behind by another to the bawls of the others.*

Six **carnivorous ape-men** (see Appendix B) are having a roaring contest and making quite a racket (this ruckus can be heard from area 3-6). Occasionally, they even engage in mock battle among themselves. They are part of Haffrung Helleyes' band of servitors. At present, they guard a cell (area 3-9) containing a recently captured Mitraic knight from the White Tower. Once they become aware of the characters, they attack. There are several large chunks of stone littering the floor that can be used for ranged attacks. They fight to the death.

Carnivorous ape-man (6): Init +1; Atk bite +5 melee (1d10+3) or slam +5 melee (1d4+3) or thrown stone +3 missile fire (1d4+3, range 30); AC 13; HD 4d8+4; hp 25 each; MV 20′, climb 20′; Act 3d20; SP none; SV Fort +5, Ref +3, Will +4; AL N; Crit M/d10.

Along the east wall is a 10′ square shaft and a wooden ladder leading to Dungeon Level 4 below. This route leads to area 4-29.

The carnivorous apes guard a secret door to area 3-9 but are under instructions to ignore it. The door can be located with a successful DC 17 Intelligence check. The door lacks a mundane lock but is enchanted with ward portal. Once found, the secret door needs to be forced open with a successful DC 20 Strength check or the spell negated with dispel magic or knock.

Area 3-9 — Prison for a Mitraic Knight: *This dark chamber is oblong, perhaps 40′ at its widest east to west, and maybe 70′ north to south. A human male in tattered loincloth is chained to the south wall. His head is slumped forward, and he is unmoving. A table is pushed against the northeast wall. Several mundane objects, plus armor pieces and weapons lie on the table.*

This hidden chamber serves as a prison for an unfortunate Mitraic knight that ran afoul of Haffrung Helleyes. Trapped in chains is **Glorfingol Goodman** (see Appendix C), a Mitraic knight. He is being tortured for his knowledge. He has used his *lay on hands* ability to keep himself alive, but he has not been fed for 7 days. Currently, as the result of his ordeal, he suffers a -1d penalty on his spell checks. The chains can be burst with a successful DC 20 Strength check or the locked manacles can be picked (Haffrung has the only key) with a successful DC 18 Pick Locks check.

All of Glorfingol's goods are on a table along the northeast wall. These include: 5 days of rations, a full flask of wine, full plate armor and shield, a longsword and a mace.

Glorfingol knows the exact location of the three *Mitraic relics* and is being tortured for that information. He says that he must either be taken into the White Tower or the Hall of Blessing (area 1-38) to pass on his information. He is willing to join the characters and aid them in their quest, assuming they proceed directly to one of those two locations. He also knows that Haffrung Helleyes has bound his soul into a ruby and knows enough to recognize it on sight.

Glorfingol Goodman (Mitraic knight): Init +4; Atk fist +5 melee (1d3+2, subdual) or longsword +5 melee (1d8+2) or mace +5 melee (1d6+2); AC 11/20 (full plate & shield); HD 3d12+6; hp 27 (15); MV 30′/20′; Act 2d20; SP cleric abilities ((+5 spell check): *lay on hands, turn unholy*), infravision 60′, detect evil 60′ (spell check result of 12, 3/day), holy aura, immune to disease, spellcasting (+5 spell check): Spells none; SV Fort +6, Ref +8, Will +6; AL L; Crit 18-20 V/d30.

Holy aura: As long as Glorfingol is conscious, allies within 10′ are immune to fear and gain a +4 bonus to all saving throws (this does not stack with other aura effects).

Glorfingol has been tortured for a lengthy period and has been unable to commune with Mitra. Any spells he may have are left to the judge's discretion.

Area 3-10 — Receiving Room: *One moment you were touching a chest, then you are overwhelmed with a nauseating sensation that leaves your extremities tingling. You are now in a featureless room, perhaps 40′ by 50′. The only exit seems to be a shaft in the southeast corner of the room.*

This room receives those who teleport from area 1-31 and is not connected to the rest of Dungeon Level 3. Creatures that teleport here are forced to head down to Dungeon Level 4, as the teleportation effect is only one-way. There is indeed nothing of interest here.

A 10′ square shaft is in the southeast corner floor. Climbing down the shaft is easy, requiring only a successful DC 8 Climb Sheer Surfaces check (so simple even many non-thieves might succeed). The shaft leads to area 4-25.

One round after living creatures arrive here, four **wraiths** (see Appendix B) float up from the room below (area 4-25) and attack as they come through the floor. If these wraiths have already been destroyed, they do not appear here.

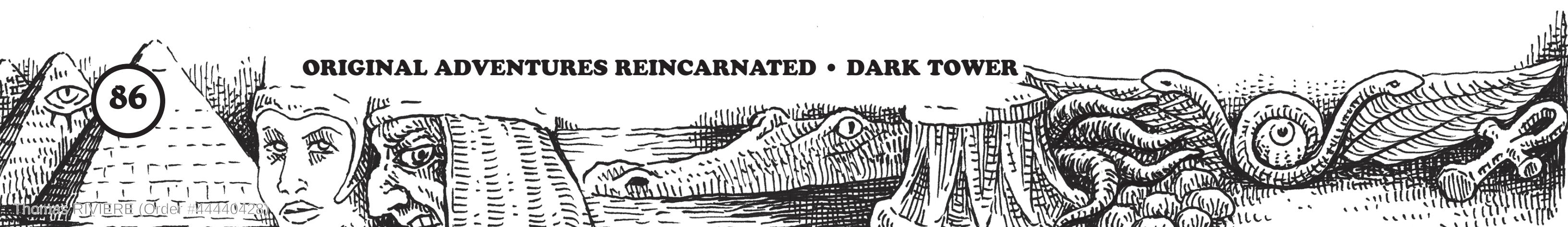
Wraiths (4): Init +3 (surprise); Atk draining touch +8 melee (2d3 points from a single physical attribute, player's discretion); AC 13; HD 5d12; hp 35 each; MV fly 50′; Act 2d20; SP un-dead traits, horrid appearance, immune to weapons of enchantment of +2 or less; SV Fort +4, Ref +6, Will +8; AL C; Crit U/d10.

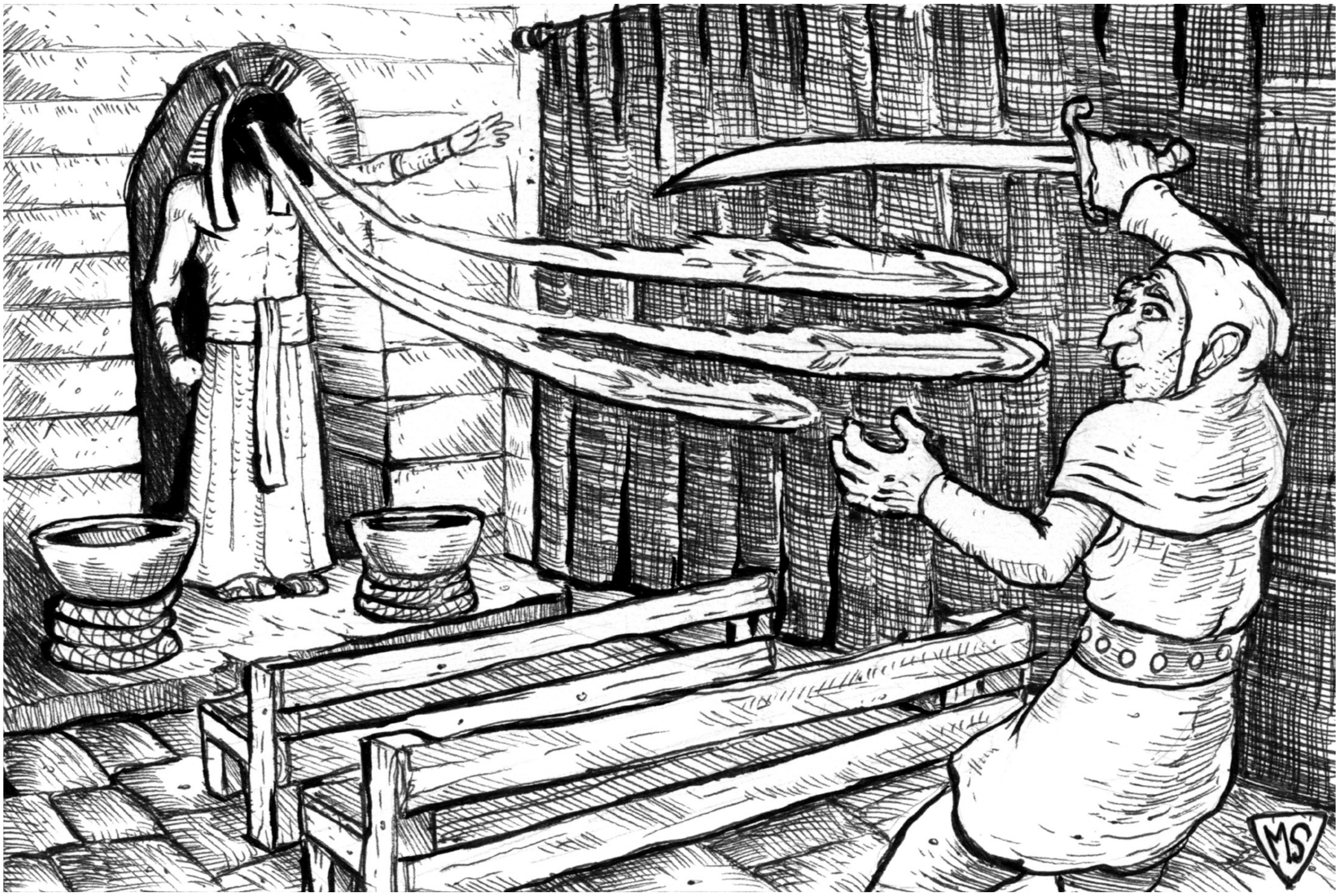
Horrid appearance: Simply glimpsing the wraith causes 1d4 damage and potential fear (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a -2d attack penalty.

Un-dead traits: Wraiths are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 3-11 — Yet Another Receiving Room: *One moment you are reaching out to touch a locked door, and the next you feel magically pulled into it, your form melding with the stone. Your body is forced out of a stone wall, and you fall prone to the stony floor, your weak legs assaulted by a thousand pins and needles. Another moment passes and the feeling returns to your extremities, and you can examine your destination. It is a finished room, perhaps 20′ by 30′. You passed through the west wall, and it still glows slightly, with an array of blues and purples. The north wall also glows, its radiance a series of yellows and oranges. There is a staircase along the east wall that descends into darkness.*

This room receives those who touched the doors in area 2-15 and are forced through the west wall as described and is not connected to the rest of Dungeon Level 3. The glowing west wall acts as a two-way teleporter. The wall is warm to the touch and feels insubstantial. If stepped through, a creature is teleported back to area 2-15 (and must contend with the poison gas trap if it has been triggered). Creatures that teleport here can teleport back from where they came or could head down to Dungeon Level 4.





The glowing north wall discharges a slight electrical charge (akin to static shock) if touched. This is a two-way teleporter. A creature that steps through the wall is teleported to the north end of the hall outside areas 3-16 through 3-19.

The stairs lead down to area 4-26, and the air in the stairway is noticeably chilly.

Area 3-12 — Small Chapel to Set: *Beyond the doors is a small chapel. The north wall is covered with black drapery. The south wall is semi-circular forming a niche 40′ wide. Situated in the niche is an 8′ tall basalt statue of the god Set, standing between two unlit copper braziers. The statue appears to be a muscled humanoid with a jackal head and glass-like eyes.*

This is a chapel dedicated to the evil god Set. The drapes to the north do not cover a wall but conceal the archway to area 3-13.

The statue is a **basalt wizard golem** (see Appendix B) in the likeness of Set. If the statue is passed enroute to area 3-13 without a low bow and whispering the name of Set (in any language) or displaying *Avvakris' ring* (not a mere reproduction), the statue begins to cast *magic missile* from its eyes. It focuses attacks on two targets, if present. If physically attacked, it switches to its fists, as well as continuing to fire *magic missiles*.

Golem, basalt wizard: Init +1; Atk fist +6 melee attack (1d8+3); AC 17; HD 6d10+18; hp 49; MV 20′; Act 2d20; SP golem traits, infravision 60′, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled), rebuilding, spellcasting (+2 spell check): Spells (1st) *magic missile*; SV Fort +3, Ref +0, Will +0; AL N; Crit M/d12.

Elemental healing (fire): A basalt wizard golem is healed by exposure to fire damage. When damage is inflicted by fire, the basalt wizard golem is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm, fear, paralyzation, petrification, poison, sleep*.

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

Rebuilding: If damaged, the golem rebuilds itself, restoring itself to full hit points, within 24 hours unless the golem is utterly destroyed in acid.

The two copper braziers become aflame on the 2nd round of melee with the statue and begin expelling poisonous magical vapor. At the end of the 3rd round, all living creatures in area 3-12 fall asleep for 1 hour (DC 12 Fort save negates). All living creatures in area 3-12 must then make a successful DC 13 Will save or be reduced to half movement and action for 2d3 rounds. If a character spends an action pulling down the drapes, allowing the gas to disperse into area 3-13, all saving throws are made with a +1d bonus. Saving throws are required each round a living creature is in the area of effect. The braziers continue to expel the gas for 6 rounds, and it takes a full turn for the gas to disperse. If an entire flask of holy water is dumped into a brazier, the magical flames go out with a sputtering flare, ending the gas effect.

The statue's crystal eyes can be removed with ease and a sharp implement. Although not valuable per se, each crystal can be used in the creation of a *wand of magic missiles*, granting a +2 to the spell check of the resulting wand.

The statue pursues fleeing creatures back into the corridor or into area 3-13 but does not go up or down either of the stairs.

Area 3-13 — An Apparently Empty Room: *Pulling back the black curtain reveals an empty chamber, 80′ east to west and 40′ south to north. The ceiling is 20′ overhead and the floor, walls and ceiling are all smooth finished stone.*

The room is empty, but an illusion conceals two exits.

The north wall has had *phantasm* cast upon it (a deliberate DC 26 Will save pierces the illusion) to make it appear as a normal wall, concealing the door (to area 3-14) and a stairway behind it. It requires a successful DC 14 Intelligence check to determine the wall is illusory. If the illusory wall is physically interacted with, it is automatically discovered. For example, in front of the stairway, one could put their hand through the illusory wall or even step through. But the door to area 3-14 is closed, so reaching through reveals a hard surface. But the door surface is different from the wall, which can be discerned with a successful DC 10 Intelligence check.

The door to area 3-14 is secured with *ward portal*. There is no keyhole. The only way to open the door is to force it with a successful DC 20 Strength or the spell negated with dispel magic or knock.

The first attempt to open the door triggers a *magic mouth* spell, which speaks in Common:

> *"Go No Further Manling! Beyond Lies That Which Would Devour Your Very Soul and Befoul Greater Motions Than Your Feeble Mind Might Know!"*

A second attempt to open the door triggers another *magic mouth* and a spear trap concealed in the east wall. The *magic mouth* spell delivers the following message in Common:

> *"You Were Warned!"*

The spear trap shoots a series of spears from the east wall, targeting any creatures in the 5′ line in front of the illusory wall. Each creature in that path suffers 4d6 damage (DC 13 Reflex save for half damage). This trap can be detected with a successful DC 18 Find Trap check (+1d bonus if the northeast section of the east wall is searched, which conceals the spears). If discovered, the trap can be disabled with a successful DC 20 Disable Trap check.

A third attempt to open the door triggers a *wall of fire* to spring up along the entire north wall. The magical trap can be detected by a wizard or elf with a successful trained DC 15 Intelligence check and may be removed with a successful *dispel magic* spell (spell check result of 24+). Any creature standing next to the wall when this spell activates suffers 4d6+8 damage (DC 15 Reflex save for half damage). The *wall of fire* lasts for 1 turn. Creatures within 10′ of the wall suffer 1d6+8 damage per round, while attempting to pass through inflicts 4d6+8 damage. A final magic mouth is then triggered, speaking in Common:

> *"Stubborn, Aren't We!"*

The stairway concealed behind the illusory wall leads to Dungeon Level 4 (area 4-18A).

Area 3-14 — Naga Guardians: *This is an empty finished chamber, 60′ wide east to west and 40′ from north to south.*

Similar to the previous chamber, this too appears empty. But concealed herein are two powerful guardians and another trapped door protecting the route to area 3-15. The ceiling is 20′ high.

When the encounter starts, this chamber contains two *invisible* **naga** (see Appendix B). They are charged with preventing anyone from getting to the next chamber.

Harshasha (naga): Init +4; Atk bite +6 melee (1d6+3 plus poison (4d8, DC 10 Fort save for half damage); AC 18; HD 10d8+10; hp 65; MV 40′; Act 2d20; Languages: Common, Chaos, Naga; SP spellcasting (+12 spell check): Spells (1st) *cantrip, enlarge, force manipulation, magic missile*; (2nd) *invisibility, levitate, magic mouth, monster summoning, scorching ray, spider web*; (3rd) *lightning bolt*; (4th) *wizard sense*; SV Fort +5, Ref +4, Will +4; AL C; Crit M/16.

Ishping Waha (naga): Init +4; Atk bite +6 melee (1d6+3 plus poison (4d8, DC 10 Fort save for half damage); AC 18; HD 10d8+10; hp 65; MV 40′; Act 2d20; Languages: Common, Chaos, Naga; SP spellcasting (+12 spell check): Spells (1st) cant*rip, charm person, choking cloud, enlarge, force manipulation, magic missile*; (2nd) *mirror image, spider web*; (3rd) *lightning bolt, slow*; (4th) *polymorph*; SV Fort +5, Ref +4, Will +4; AL C; Crit M/16.

Both naga are already *invisible*. Harshasha has cast levitate on himself and is at the ceiling in the northwest corner.

Ishping Waha is *invisible* on the floor, in the southwest corner. Both then cast *lightning bolt*, which ends the *invisibility* spells. The onslaught continues with Harshasha attempting to summon an earth elemental via *monster summoning* and Ishping casting *polymorph* on a warrior or dwarf (seeking to turn them into a toad). Then, each unleashes a barrage of *magic missile* spells.

The north wall has a permanent *phantasm* cast upon it (a deliberate DC 26 Will save pierces the illusion) to make it appear as a normal wall, concealing the door to area 3-15. It requires a successful DC 13 Intelligence check to determine the wall is illusory. If the illusory wall is physically interacted with, it is automatically discovered. But since the wall is flush with the door, a creature needs to interact with the exact location to find this concealed door.

The door to area 3-15 is secured with a ward portal. The only way to open the door is to force it with a successful DC 20 Strength check or the spell negated with *dispel magic* or *knock*.

The first attempt to open the door triggers a *magic mouth* spell, which speaks in Common:

> *"You Have Been Warned More Than Once! Beyond Lies That Which Would Seek to Hinder the Purposes of Humanity! Go No Further!!!"*

A second attempt to open the door triggers a magical trap. The magical trap can be detected by a wizard or elf with a successful trained DC 15 Intelligence check and may be removed with a successful *dispel magic* spell (spell check result of 24+). The trap transmutes the earthen floor, creating a pit, 5′ x 8′, with a depth of 20′. A fall into the created pit causes 2d6 damage (with any 6 rolled meaning a major bone is broken in the fall). The effect lasts for 1 hour before the floor flows back into its prior state. Following the triggering of this trap, another *magic mouth* speaks in Common:

> *"Some People Never Learn, Do They? HA! HA! HA! HA!"*

A third attempt to open the door triggers a blast of frigid sleet centered on the door. This results in all creatures in the room being affected by the spell and suffering 3d10+8 damage (DC 20 Fort save for half damage). The magical trap can be detected by a wizard or elf with a successful DC 15 skill check and may be removed with a successful *dispel magic* spell (spell check result of 20+).

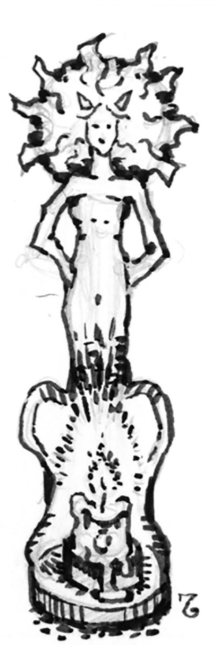
Area 3-15 — The Mind of Balance: *All the walls of this room are draped in drab gray velvet. A 6″ diameter, scintillating rainbow-colored gem floats 4′ off the ground in the center of the room. As the gem slowly rotates, it throws a myriad of color splashes on the wall hangings. A fanfare-themed trumpet wail can be heard, and the air has a slightly antiseptic smell.*

This is the location of the *Mind of Balance*, one of the *soul gems* (see Appendix D). The ceiling is finished and only 10′ high. All walls are smooth finished stone, and the floor is set with flagstones. The curtains are thick gray velvet and are in good condition.

Characters with alignments differing from the *soul gem* suffer **alignment shock** upon touching it (see Soul Gems in Appendix D). Those of adjacent alignments suffer 1d16 damage when touching a *soul gem*. If the target survives the psychic onslaught, what comes next is a painful process, requiring the character to make a successful DC 13 Fort save or fall unconscious for 2d3 rounds. The toucher (and any witnesses) must make a DC 15 Will save. Those who fail their save see a beautiful redhead female human in chainmail materialize and seem to kiss the toucher on the forehead. She then jumps back and screams triumphantly:

> *"Death to Law! Death to Chaos! Let the Balance be Supreme!"*

At this point she disappears, along with the fanfare music and the scent in the air as the curtains crumble to dust. Those who succeed in their save instead see the gem shrink to a ½ inch diameter and embed itself in the toucher's forehead. The gem possesses its victim (opposed Personality check vs. +3 negates) in order to ensure that its will is carried out. If needed, upon a successful possession, the gem also immediately changes the toucher's alignment temporarily to match that of the stone.



THE UPPER APARTMENTS OF HAFFRUNG HELLEYES

Areas 3-16 through 3-19 and 3-23 and 3-24 on this level as well as areas 4-13 and 4-14 on Dungeon Level 4 are the main complex of Haffrung Helleyes, a powerful evil wizard. Before any major activity can go on in these apartments, the location of various NPCs and state of being of the residents must be randomly determined by using the following charts. Alternatively, the judge can predetermine the location of the NPCs here.

LOCATIONS OF GUARDS

Area 3-16: 100% chance for 1d2 guards.

Area 3-19 (top of the stairs): 100% chance for 1d2 guards.

Hall between the Upper Apartments: 30% chance for 1 guard.

Area 3-24: 100% chance for 1d2 guards.

Determine individual guards on the following chart by rolling 1d6 (see area 3-16 for specifications of guards). There are only six guards, and one individual can only be at one place at the beginning of an adventure. However, the guards do move around the complex quite a bit.

d6 Roll	Guard
1	Argol Bargol “Argh” Burt
2	Tarshigid Rarreacher
3	Mellon Half-Elven
4	Halphed Bloodgusher
5	Tirian of Asalbar
6	Oph (50% chance that his pet dire wolf, Fang, is with him)

LOCATION OF HAFFRUNG HELLEYES

To determine the location of Haffrung Helleyes roll 1d10.

d10 Roll

1-5 **Occupying body in room 4-14A**. Roll a 1d6 to determine activity.

1d6 Roll	Activity
1	Casting a spell
2	Inspecting potions
3	Performing an experiment
4	Writing notes
5	Meditating
6	Conversing with the **troll** leader from areas 4-15 to 4-17. There is a 40% chance that 1d3 **trolls** are in area 4-13 having some rowdy sport with “Hex”, Haffrung’s guardian **hydra**. There is a 60% chance that Haffrung will have 1d2 of his guards present. Determine with a d6 roll, using the table above.

6-8 **Occupying body in room 4-14C**. Roll a 1d6 to determine activity.

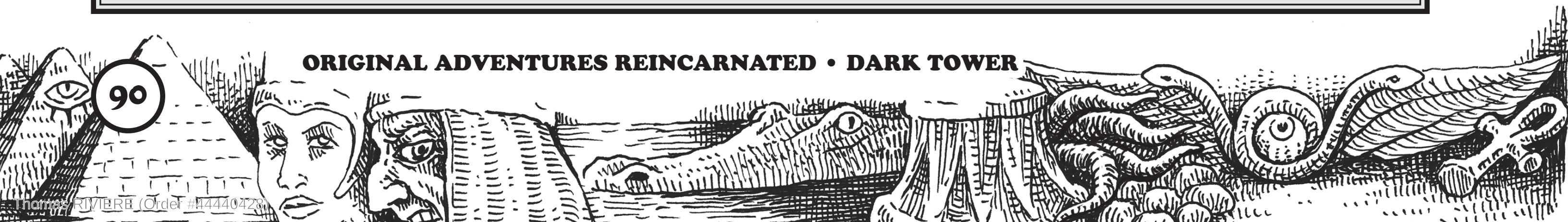
d6 Roll	Activity
1	Studying at desk
2	Eating
3	Meditating
4	Sleeping
5	Exercising
6	“Entertaining” a member of the opposite sex.

9 **Outside of apartment complex**. Roll 1d6 to determine location and duration. When outside of the apartment complex, Haffrung usually has two guards (determine randomly with the table, above) and his assistant **Mervyn** (area 3-18) with him.

d6 Roll	Location and Time Away
1	In village with Avvakris (areaV-5) 1d4 hours
2	The lower temple of Set (area 2-13) 1d2 hours
3	In the study (area 4-14C) d4 x 10 minutes
4	Bribing a dragon (area 4-5) 1d4+2 x 10 minutes
5	Searching for the *Soul of Chaos* 1d4 hours
6	Feeding hydra (area 4-13) 2d10 minutes

10 **In area 3-17**. Roll a 1d6 for activity.

1d6 Roll	Activity
1-2	Eating
3	Sleeping
4-6	In soul vessel



HAFFRUNG HELLEYES

Haffrung Helleyes (see Appendix C) is a powerful wizard. Haffrung has no real body, it being destroyed long ago in a magical mishap. Instead, he uses other bodies, specially obtained for his use (see table, below). He prefers those strong, dexterous, and beautiful of body, but weak of mind and spirit. He is a bit on the adventurous side and maintains bodies of both sexes. If one is killed, he merely possesses a second, or a third, or whatever body that meets his criteria and is handy.

When on the lower level of the complex (areas 4-14A, B, or C) he wears purple robes and a *scarab of insanity* (see Appendix D). Haffrung is mildly insane himself and has a tendency to let off a fireball right at his feet if attacked (even if the container that houses his soul isn't nearby). He is particularly fond of casting *conjure beasts* (summoning giant leeches), a spell he researched himself (see Appendix D).

Scarab of insanity: This is a nondescript scarab, appearing to be a valuable amulet, brooch or scarab. It is typically wrought from gold and often set with several gems. When displayed with an action and a command word is issued, all other creatures within 10' of the bearer must make a successful DC 12 Will save with a -1d penalty else suffer the effects of short-term madness for 1d6 rounds. The afflicted creature must roll on the table below at the start of its initiative count. The scarab may be used 3/day.

d100 Roll	**Effect (Re-roll each turn)**
1-15	Victim uses all of their movement to flee in a random direction and doesn't take an action this round.
16-30	Victim drops prone and studies the texture of the ground.
31-45	Victim doesn't move or take actions.
46-60	Victim tears at their flesh, incurring 1d3 damage.
61-75	Victim uses their action to randomly attack a nearby creature within reach. If no creature is within reach, the victim does nothing this round.
76-90	Victim flies into an uncontrolled rage, gaining +5 to hit and damage while immediately attacking the closest target. If no target is in reach, the victim turns their rage on themselves, incurring 1d3+5 damage.
91-100	The victim can act normally this round.

Haffrung's soul inhabits an apple-sized jagged chunk of ruby (worth 1,500 gp). It is hidden in area 3-17. The ruby has an AC 16 and 10 hit points. If destroyed, Haffrung dies, as his body was destroyed decades ago.

He is leader of one of the major factions in the dungeon. Although he is in the service of Set, he is much more interested in serving himself. He does not share Avvakris' ambitious interest in conquering the White Tower. He is more concerned with Avvakris gaining too much power with some of the local denizens and might move to thwart him and his schemes.

To randomly determine what body he is currently using, roll 1d10 and consult the table below.

BODY BEING USED BY HAFFRUNG HELLEYES

d10 Roll	**Body**
1-3	Body #1: **Haffrung Helleyes/Grom (wizard):** Init +2; Atk longsword +7 melee (1d8+4); AC 16 (chainmail); HD 3d12+6; hp 29; MV 25'; Act 1d20; SP body thief, sculpt spells, spellcasting (+9 spell check): Spells (1st) *cantrip, detect magic, enlarge, force manipulation, magic missile, magic shield, ward portal;* (2nd) *conjure beasts* (see Appendix D), *invisibility, mirror image, monster summoning, spider web;* 3rd) *dispel magic, fireball, lightning bolt, planar step;* SV Fort +1, Ref +4, Will +7; AL C; Crit I/d10. *Body thief:* Centuries ago, Haffrung placed his consciousness into a large ruby), allowing him to possess bodies other than his own (the gem is hidden in area 3-17). His body was destroyed long ago, so now he uses other bodies. He can cast wizard spells and use his class features while possessing another body, but he can't use the host's class features. If slain within 100' of his soul's vessel, Haffrung's soul returns to it, and he may possess another prepared body. *Sculpt spells:* When Haffrung casts a spell that has an area of effect, he can choose 1d7 targets to automatically make their saving throw. If the spell would cause damage, the targets suffer no damage instead.
4-7	Body#2: **Haffrung Helleyes/Skelly (wizard):** Init -2; Atk longsword -2 melee (1d8-1); AC 9; HD 1d4+2; hp 7; MV 30'; Act 1d20; SP body thief, sculpt spells, spell casting (+9 spell check):

Spells (1st) *cantrip, detect magic, enlarge, force manipulation, magic missile, magic shield, ward portal;* (2nd) *conjure beasts* (see Appendix D), *invisibility, mirror image, monster summoning, spider web; (3rd) dispel magic, fireball, lightning bolt, planar step;* SV Fort +1, Ref -2, Will +7; AL C; Crit I/d10.

8-9 Body #3: **Haffrung Helleyes/Orson (wizard):** Init +0; Atk longsword +3 melee (1d8); AC 13 (leather); HD 3d12; hp 25; MV 30′; Act 1d20; SP body thief, sculpt spells, spellcasting (+9 spell check): Spells (1st) *cantrip, detect magic, enlarge, force manipulation, magic missile, magic shield, ward portal;* (2nd) *conjure beasts* (see Appendix D), *invisibility, mirror image, monster summoning, spider web; (3rd) dispel magic, fireball, lightning bolt, planar step;* SV Fort +2, Ref +2, Will +7; AL C; Crit I/d10.

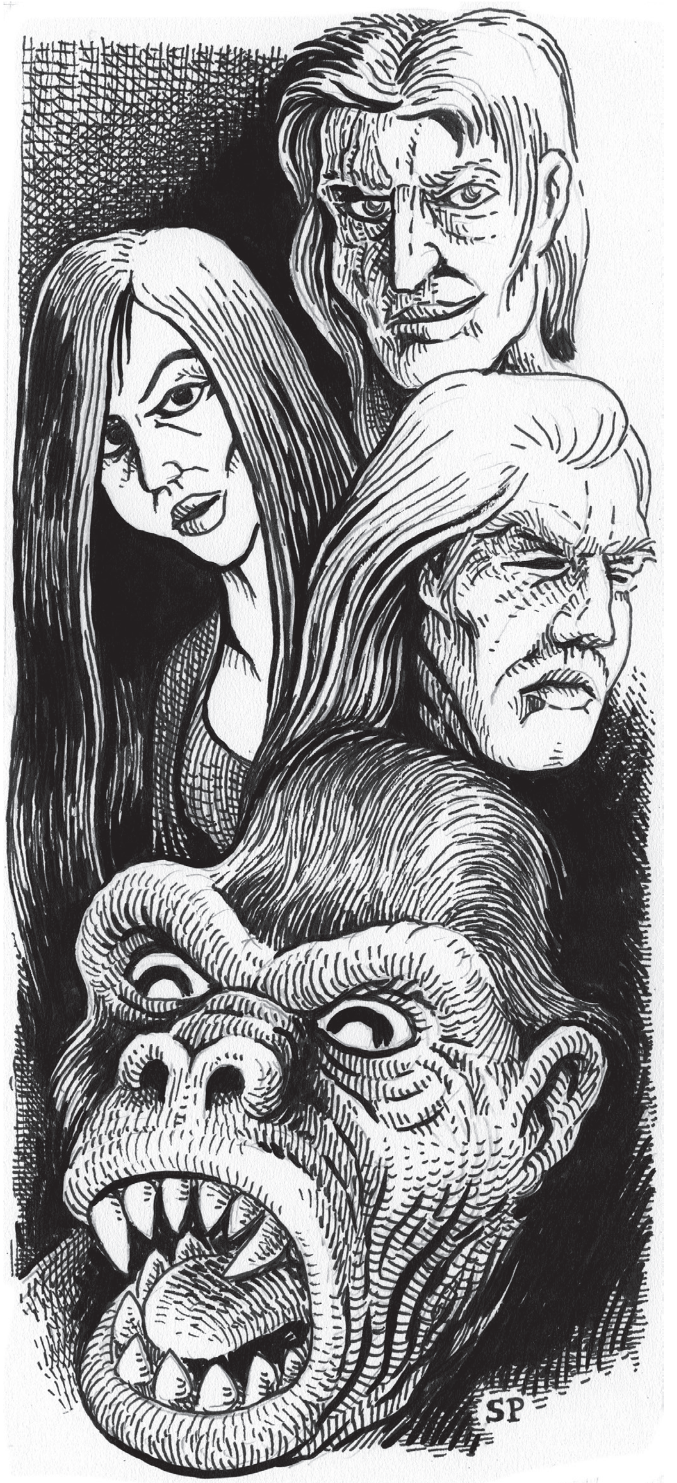
10 **Body #4: Haffrung Helleyes/Carnivorous ape-man (wizard):** Init +1; Atk bite +5 melee (1d10+3) or longsword +5 melee (1d8+3) or slam +5 melee (1d4+3) or thrown stone +3 missile fire (1d4+3, range 30); AC 13; HD 4d8+4; hp 25; MV 20′, climb 20′; Act 3d20; SP body thief, sculpt spells, spellcasting (+9 spell check): Spells (1st) *cantrip, detect magic, enlarge, force manipulation, magic missile, magic shield, ward portal;* (2nd) *conjure beasts* (see Appendix D), *invisibility, mirror image, monster summoning, spider web;* (3rd) *dispel magic, fireball, lightning bolt, planar step;* SP none; SV Fort +2, Ref +2, Will +7; AL C; Crit I/d10.

Area 3-16 — Communal Room and Barracks: *This room is a barracks, furnished with six cots and matching war chests. Along the opposite wall is a small iron stove, and a few battered cook pots. In the center of the room is a table and six chairs. Some rather explicit drawings are scrawled on the south wall.*

This room serves as a barracks for Haffrung Helleyes' personal bodyguard. Although usually only 1d2 of the guards are present at any given time in the room, all are within calling distance if necessary. If combat occurs here and the characters have the upper hand, the guards shout and holler to raise an alarm. If any other guards are in the upper apartments, they arrive here in 1d4 rounds.

Haffrung's personal bodyguard (see Appendix C) includes:

Argol Bargol "Argh" Burt: Init +2; Atk longsword +3 melee (1d8+3); AC 19 (full plate & shield); HD 4d12+4; hp 32; MV 20′; Act 2d20; SV Fort +3, Ref +2, Will +2; AL L; Crit 19-20 IV/d20.



Halphed Bloodgusher: Init +2; Atk longsword +6 melee (1d8+6); AC 20 (full plate & shield); HD 5d12+5; hp 40; MV 20′; Act 1d24 + 1d20; SV Fort +4, Ref +3, Will +2; AL C; Crit 18-20 V/d24.

Mellon: Init +3; Atk short sword +3 melee (1d8+1); AC 20 (mithril chainmail & shield); HD 4d8; hp 18; MV 30′; Act 2d20; Languages: Common, Elf, Gnome; SP pick pocket +4 (*gloves of Elfland's grace*), infravision 60′, immune to magical *sleep* and paralysis, spellcasting (+5 spell check): Spells (1st) *animal summoning, enlarge, invoke patron* (King of Elfland), *magic missile, magic shield, patron bond;* (2nd) *phantasm, ray of enfeeblement;* SV Fort +2, Ref +6, Will +2; AL N; Crit II/d10.

Gloves of Elfland's grace: The wearer of these thin, delicate black leather gloves becomes trained in Pick Pocket and has their Agility increased to 20 (+4 bonus).

Oph (warrior): Init +7; Atk longsword +6 melee (1d8+6); AC 19 (chainmail & *+3 shield*); HD 5d12+5; hp 52; MV 25′; Act 2d20; SP animal companion (Fang); SV Fort +4, Ref +4, Will +3; AL L; Crit 19-20 IV/d20.

Fang (wolf, dire): Init +5; Atk bite +6 melee (1d6+2); AC 14; HD 2d6; hp 9; MV 40′; Act 1d20; SV Fort +4, Ref +4, Will +3; AL L; Crit M/d8.

Tarshigid Rarreacher: Init +2; Atk *+1 battleaxe* +5 melee (1d10+2); AC 19 (full plate); HD 3d12; hp 34; MV 20′; Act 1d20; SV Fort +1, Ref +4, Will -1; AL C; Crit IV/d16.

Tirian of Asalbar (warrior): Init +7; Atk longsword +4 melee (1d8+4); AC 19 (full plate & shield); HD 5d12+5; hp 58; MV 20′; Act 2d20; SV Fort +3, Ref +2, Will +1; AL N; Crit 19-20 IV/d20.

The war chests are unlocked, save for one, and contain a variety of personal effects. Curled up next to Oph's war chest is Fang, his pet dire wolf. In Oph's war chest, which is locked (Oph has the key) is a communal stash of treasure. The lock can be picked with a successful DC 18 Pick Lock check. The jewelry is all tagged as to the owner.

- A pink quartz statuette (worth 54 gp), tagged for Argh.
- A platinum-hilted dagger (worth 30 gp), tagged for Tarshigid
- A solid turquoise bracelet (worth 36 gp), tagged for Mellon
- A large copper box (worth 80 gp), tagged for Mellon
- A copper necklace set with two carnelians (worth 50 gp), tagged for Argh
- An electrum and mithril ring (worth 70 gp), tagged for Oph
- A cloak studded with tiny garnets (worth 90 gp), tagged for Oph
- An emerald-studded silver chain (worth 240 gp), tagged for Halphed
- A gold scepter studded with carnelians (worth 230 gp), tagged for Tirian
- A gold and electrum pin (worth 34 gp), tagged for Mellon

Area 3-17 — The Body Collection: *This room is heavily scented with pleasant perfume. The floor is covered with pillows, among decanters and goblets, and wooden platters of various foodstuffs. Lounging on the pillows, are several scantily clad humans giggling amongst themselves. They seem oblivious to your intrusion.*

Haffrung's location determines who is present in this room and its personality.

This room contains Haffrung's "body collection" along with his soul's vessel. The room is very plush and comfortable. Various foodstuffs and cheap wine are set between all the pillows that lie scattered about.

> For years, these three bodies have endured repeated possession by Haffrung since he lacks a physical body. These mental assaults have taken their toll on all three, eroding their natural Intelligence and Wisdom. All three have been reduced to an Intelligence of 4 and a Personality of 5. If any of these NPCs are encountered without the possessing spirit of Haffrung, that person acts rather scatter-brained, childish and silly.

Grom (body #1) was always a few arrows short of a full quiver. Standing at 6′ 6″ tall, he is barrel-chested, with long flowing blonde hair and bright blue eyes.

Grom (male human): Init +2; Atk fist +7 melee (1d3+4, subdual); AC 16 (chainmail); HD 3d12+6; hp 29; MV 25′; Act 1d20; SV Fort +1, Ref +4, Will -3; AL C; Crit IV/d16.

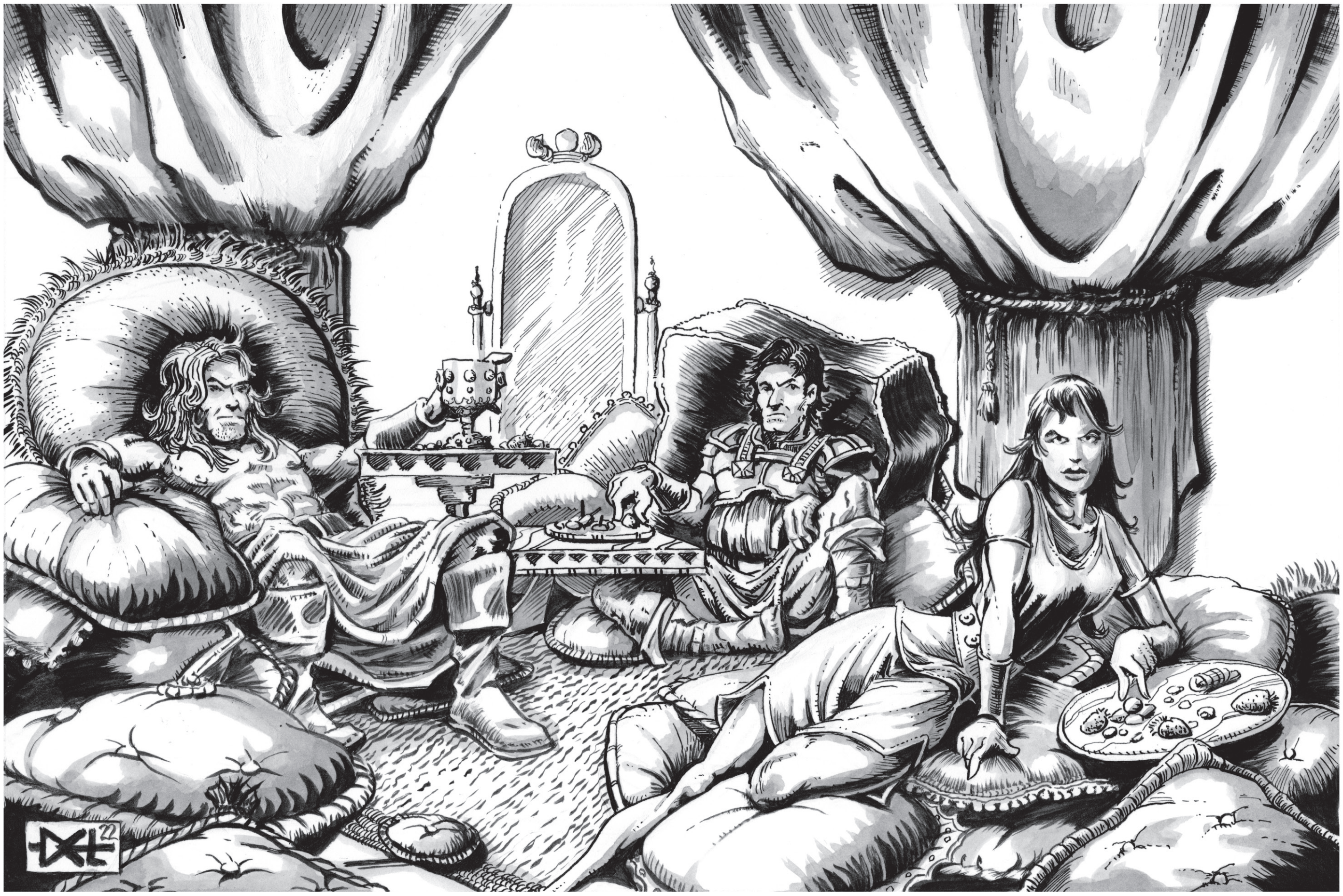
Skelly (body #2) is a female human, with luxurious black hair that tumbles to her thin waist and otherwise perfect proportions.

Skelly (female human): Init -2; Atk fist -2 melee (1d3-1, subdual); AC 9; HD 1d4+2; hp 7; MV 30′; Act 1d20; SV Fort +1, Ref -2, Will -3; AL N; Crit I/d3.

Orson (body #3) is dark but dashing, with medium-length black hair and a scar on his chin. He stands just over 6′ tall and is thickly built.

Orson (human male): Init +0; Atk longsword +3 melee (1d8); AC 13 (leather); HD 3d12; hp 25; MV 30′; Act 1d20; SV Fort +2, Ref +2, Will -1; AL C; Crit I/d10.

There is an ornate dressing mirror mounted on the east wall. Behind the mirror is a hollow in the wall that can be found automatically if the mirror is removed. It contains an apple-sized jagged piece of ruby, Haffrung's *soul vessel*.



Area 3-18 — The Wizard's Apprentices: *This apartment appears to be comfortable, with a plush blue carpet and a few worn tapestries on the walls. Crammed in the room are two wooden beds complete with plump mattresses, and a wooden table and two chairs.*

Although the room is well furnished, the furniture and tapestries are mundane and worthless. This apartment is shared by Haffrung's two apprentices. There is a 50% chance that each apprentice is here when the characters arrive.

Mervyn (see Appendix C) wears *footpad's boots* (see Appendix D). He is fond of casting *conjure beasts* (see Appendix D) to summon 8 **rock baboons** (see Appendix B), before switching to *flaming hands*. He fights to the death.

Mervyn: Init +3; Atk staff +1 melee (1d4+1); AC 14; HD 3d4+3; hp 15; MV 30'; Act 1d20; SP sneak silently +10 (footpad's boots), spellcasting (+6 spell check): Spells (1st) *cantrip, choking cloud, flaming hands, chill touch, enlarge, magic missile*; (2nd) *conjure beasts* (see Appendix D), *spider web*; SV Fort +1, Ref +3, Will +3; AL L; Crit I/d8.

Footpad's boots: The wearer of these sole-worn boots is granted a +2 AC bonus and makes all Sneak Silently checks as if trained, with a +10 bonus.

Dagda (see Appendix C) prefers to cast *levitate* or *invisibility* to avoid a fray. For offensive spells, he prefers *magic missile*. If reduced to 10 or fewer hit points or Mervyn is defeated, he surrenders and begs for mercy.

Dagda: Init +1; Atk dagger +1 melee (1d4) or +1 missile fire (2d4); AC 11; HD 3d4+3; hp 15; MV 30'; Act 1d20; SP spellcasting (+5 spell check): Spells (1st) *cantrip, charm person, chill touch, enlarge, magic missile;* (2nd) *invisibility, levitate;* SV Fort +2, Ref +2, Will +2; AL L; Crit I/d8.

Mervyn's treasure is in an *invisible* locked box (he carries the key) under his cot. The box itself is wrought with electrum and gold (worth 100 gp). The lock can be picked with a successful DC 18 Pick Lock check. The lock is also trapped with a poison needle. This trap can be located with a successful DC 17 Find Trap check. It can be disabled with a successful DC 16 Disable Trap check (failure triggers the trap). If triggered, the needle does 1 damage plus poison (2d8 damage; DC 13 Fort save for half damage). The box contains 1,000 cp, and a jeweled silver pendant worth 110 gp.

Dagda's treasure is hidden in a secret niche in the south wall that can be found with a successful DC 16 Intelligence check. Inside the niche are 500 gp.

Area 3-19 — Laboratory: *This chamber is dominated by a blood-stained stone table in the center. Along the north wall is a smaller stone table, its surface covered with a variety of bloodied saws, knives, scalpels, and pokers. An acrid chemical reek permeates the room.*

There is a 50% chance that either **Dagda** (see Appendix C) or **Mervyn** (see Appendix C) are here dissecting a dead creature. Roll 1d6 to determine what the subject is, and adjust the read aloud text accordingly:

1d6 Roll	Subject on Table
1	Caravan of Mumchander member (for example, Auroka the Flailer – see Appendix C).
2	Carnivorous ape-man (see Appendix B)
3	A giant constrictor snake
4	An orc
5	A goblin
6	A party member (if one has been captured – otherwise re-roll, ignoring any “6’s”)

Haffrung once utilized this chamber for foul experiments and deeds. But such tasks now fall to his apprentices. The tools and instruments on the north table are all well-used, but not well-cared for. In a pinch, one or more of the larger knives could be wielded as a weapon, but only inflicting 1d3 slashing damage.

The south door to the stairway is locked. Haffrung and his apprentices have the keys, but the guards do not. The lock can be picked with a successful DC 22 Pick Lock check, or it can be forced with a successful DC 20 Strength check. 1d2 guards (from area 3-16 – determine randomly) are always posted at the base of the stairs. The stairway leads to Dungeon Level 2.

Area 3-20 — An Open Space: *An archway leads to an open chamber. The floor is 25’ below the archway. Two other archways at similar heights can be observed.*

This is not a room in and of itself but is the upper portion of area 4-16. It can be viewed from two 5’ wide archways from area 3-21 and area 3-22. There is nothing of interest in the upper part of this room. Climbing down requires a successful DC 12 Climb Sheer Surfaces check.

There is a 30% chance every round that 1d3 **trolls** (areas 4-15 through 4-17) saunter through the room and are visible through the archways. Unless the characters call attention to themselves, the trolls go about their business and are unaware of intruders up above.

Troll (1d3): Init +6; Atk bite +10 melee (2d8+6) or claw +8 melee (2d6); AC 19; HD 8d8+6; hp 54 each; MV 40’; Act 3d20; SP stench, regeneration (1d8 points of damage at the end of each round, including the round it is killed), immune to critical hits, poison, and disease, immune to mind-affecting spells, vulnerable to fire (fire damage does not regenerate); SV Fort +10, Ref +5, Will +8 (see Troll, p. 429, DCC RPG); AL C; Crit M/d8.

Regeneration: A troll heals at a prodigious rate, regenerating 1d8 hit points at the end of each round, including the round it is killed. It can only be truly put down by taking its hit points negative such that its final regenerative burst does not raise its total above 0. A troll’s severed head or limbs will even crawl back and re-attach. The troll’s only vulnerability is to fire, from which it does not regenerate.

Stench: A troll stinks so badly that creatures within 20’ must make a DC 12 Fort save each round or succumb to a fit of retching (-2 to all rolls while retching).

Vulnerable: A troll does not regenerate damage from fire.

Area 3-21 — The Nefarious Globe Trap: *The ceiling here yawns to a height of 60’. A soft radiance, from a bright torch mounted in a sconce halfway up on each wall, illuminates this hall. The ceiling is supported by four stone columns with tops sculpted like lotus blossoms. Suspended from four thin cables, each attached to a column, is a 1’ diameter crystalline globe.*

Refer to **Player Handout 11** for a side view of this chamber. The torches are mounted 30’ up each wall. The two archways on the north wall lead to area 3-20 and the overlook at area 4-16.

The columns support the ceiling. Each can be climbed with a successful DC 14 Climb Sheer Surfaces check, but the 1’ diameter crystalline globe is delicately suspended on all four thin cables attached to each column about 10’ below the ceiling. ANY jostling of the wires sends the globe crashing down to the floor. Merely climbing one of the columns causes the cables to shift and swing, and a 10% cumulative chance per round of the globe falling. Each cable has an AC 15 and 5 hit points.

A failed Climb Sheer Surfaces check results in the globe automatically falling. It can only be safely detached from the cables with a successful DC 20 Disable Trap check (failure resulting in the globe falling to the floor). It contains an extremely volatile liquid that, when exposed to the air, explodes for 8d6 fire damage as it splashes over all within a 10’ radius of impact (no saving throw).

Inside the crystalline globe is a ruby that appears to be worth 1,000 gp. The ruby is actually a *flash gem* (see Appendix D).

Flash gem: A flash gem is an apple-sized ruby. If struck on a hard surface the gem emits a beam of blazing light from its front face. The beam has a range of 30’ and does 1d8 damage to a target (DC 12 Reflex save negates). A heavily obscured area reduces the range to 10’ and the damage to 1d4. The gem may be used 10 times before needing to be recharged in full sunlight for a full day. If the flash gem is ever dropped on a hard surface, it discharges all of its energy, firing beams in all directions. Targets in the area suffer a -1d penalty to their Reflex save.

Area 3-22 — Malicia's Lair: *This appears to be a comfortable bedchamber. The floor is covered with lavish blood-red carpets. Along the west wall is a massive wrought iron canopy bed, adorned with pink and white frilly fabric. More pillows that could possibly be used cover the surface of the bed. In the northwest corner of the room are several standing changing screens. An assortment of dresses are draped over the screens and many more hang from a series of pegs on the wall behind. The air here is dry, and laden with the aroma of pungent perfumes.*

There is a 20% chance of **Malicia the succubus** (area V-7) being here in her lair. If the characters enter here and Malicia is not present, she arrives in 6 rounds.

This finely decorated bedchamber belongs to Malicia. If she is encountered here, she is lounging on the bed nestled among too many pillows.

The chamber is comfortable, but the bed and pillows are all mundane. The dresses are mostly skimpy and revealing, but worth very little. The archway to the east overlooks area 3-20, which is the upper part of area 4-16.

Malicia has not left her lair unguarded. A **bone demon** stalks sulkily about the frilly, feminine room. If it detects the characters approaching, it does a poor job hiding behind the changing screen. In combat, it releases its shard spray before seeking out blinded prey with devastating melee attacks, while awaiting its mistress to return.

Bone demon (type II demon, independent): Init +4; Atk +2 *bone spear* +8 melee (1d6+4 plus 1d4 against Lawful creatures) or claw +8 melee (1d8+2) or tail +10 melee (1d12); AC 18; HD 6d12; hp 55; MV 30', swim 30'; Act 2d20; SP demon traits, shard spray, spellcasting (+8 spell check): Spells (1st) *detect good* (+6 spell check); SV Fort +6, Ref +8, Will +6; AL C. Crit 19-20 DN/d10.

Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, as long as not bound or otherwise summoned, infravision 120', half damage from fire, acid, cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.

Shard spray: The demon unleashes a cone-shaped spray of bone splinters, reaching 40' long and 20' wide. Victims in the spray suffer 1d5 damage and are blinded for 1d3 rounds (DC 14 Reflex save negates blindness).

Malicia (type IV demon, succubus, independent): Init +6; Atk claw +12 melee (3d8+6) or kiss +16 melee (1d5 Stamina loss); AC 22; HD 10d12; hp 85; MV 60', swim 60'; Act 2d20; SP demon traits, alluring, infravision 60', immune to fire, electricity, gas, and weapons of less than +3 enchantment, half damage from acid, spellcasting (+8 spell check): Spells (1st) *detect good, magic missile*; (2nd) *invisibility*, *scare*; SV Fort +12, Ref +10, Will +12; AL C; Crit 17-20 DN/d10.

Alluring: The succubus can appear to viewers as the ultimate subject of their desires, rendering them helpless for 1d3 rounds (DC 22 Will save negates). An individual may only be affected by this ability once per day and a successful save makes the victim forever immune to attempts by the specific succubus.

Demon traits: Communication by speech or telepathy (Demonic. Common), immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, can project astrally and ethereally, infravision 120', immune to fire, cold, electricity, gas, half-damage from acid, spellcasting (+16 spell check): Spells (1st) darkness.

Through the southern door is a block of four cells. Each has a metal door with a barred window. Malicia keeps the keys to the cells down her blouse, but the locks can be picked with a successful DC 20 Pick Lock check. The doors can also be forced open with a successful DC 18 Strength check. The stairway along the west wall leads down to area 4-15.

Cell A: *This is an empty cell but inscribed on the east wall is a passage in a pleasant flowing script.*

Inscribed on the east wall in Angelic is the following:

> *"At highest peake, there*
> *Evil dwells, long dead, but*
> *Never dying!"*

In a different hand (but also in Angelic) is written:

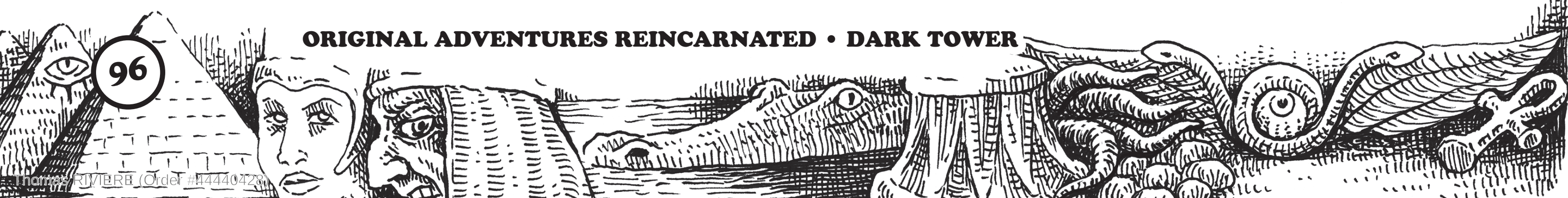
> *"SERPENT SON'S BLOOD,*
> *IN AGONY LOST.*
> *PASSING OF GODLING THE PALETTE FILLS,*
> *SHAPED IN FINE LINE,*
> *THE QUADRANGLE CROSSED,*
> *TRESPASSER RISE AND MEET THY WEIRD."*

Give the players **Player Handout 12.**

Cell B: *In this cell are three male halflings, hands and feet securely bound with rope. All three peacefully slumber. You notice a pungent burning wood smell that wafts through the cell window.*

Three **halfling brothers** are imprisoned in this cell.

On the small wooden table, to the right of the door, is a lit clay incense burner. It emits a powerful sleep-inducing vapor. A living creature that enters this cell must make a successful DC 15 Fortitude save at the end of each round or fall into a deep sleep. The victim remains asleep while



within 15′ of the vapors but will eventually die of starvation in 6 weeks.

All three brothers are burglars by trade and are being saved as snacks. They have been asleep for several weeks. If the incense burner is snuffed, the halflings wake up in 1d4 minutes. When they awake, they are exhausted and suffer a -2d penalty to all rolls for 1 day. All are unarmed and don't carry any equipment.

Buffo Bucks (halfling): Init +2; Atk fist +3 melee (1d3, subdual) or by weapon; AC 13 (padded); HD 4d6+4; hp 28; MV 20′; Act 1d20; Languages: Common, Halfling; SP sneak & hide +8; SV Fort +3, Ref +4, Will +4; AL N; Crit III/d10.

Bilko Bucks (halfling): Init +2; Atk fist +3 melee (1d3, subdual) or by weapon; AC 13 (padded); HD 3d6; hp 13; MV 20′; Act 1d20; Languages: Common, Halfling; SP sneak & hide +7; SV Fort +1, Ref +4, Will +2; AL N; Crit III/d10.

Bingorum Bucks (halfling): Init +2; Atk fist +5 melee (1d3+2, subdual) or by weapon; AC 14 (padded); HD 3d6; hp 18; MV 20′; Act 1d20; Languages: Common, Halfling; SP sneak & hide +7; SV Fort +1, Ref +5, Will +2; AL C; Crit III/d10.

The table has a secret compartment that can be found with a successful DC 12 Intelligence check. Inside is a velvet pouch holding 10 sticks of sleep incense. Each lasts 24+1d20 hours and is worth 25 gp.

Cell C: *This cell is empty save for a few scattered piles of refuse. There is an open door in the back of the cell.*

This cell is currently unused and has been repurposed as a local garbage dump. The piles of refuse contain a mixture of rotting foodstuffs and bones (human).

The door at the opposite side of the room leads to area 3-21.

Cell D: *The door to this cell is ajar. This cell is occupied by a slumped humanoid figure, chained to the back wall. A black bear and a gray wolf with matted fur rest at his feet. Each perk up and bares its teeth at your presence.*

The unfortunate human chained to the wall is **Mordred** (see Appendix C). The lock can be picked with a successful DC 17 Pick Lock check (Malicia has the key). The chains can be burst with a successful DC 20 Strength check. He was once a priest of Ildavir but was somehow duped and captured by Malicia. He is adorned only in tattered rags and, having lost his faith, has no spells. If rescued and returned to the outside, his faith is restored, and he regains spells and his beast form ability.

He is attended by Bultitude, a **black bear** (see Appendix B), and Wisefoot, an old gray **wolf**. Both animal companions keep others at bay if they approach Mordred. A successful DC 13 skill check made by someone with a background in animal handling (animal trainer, herder, ostler, etc.) is enough to sway them to back down, allowing the characters to tend to him. If the animals are offered fresh food, the skill check receives a +1d bonus.

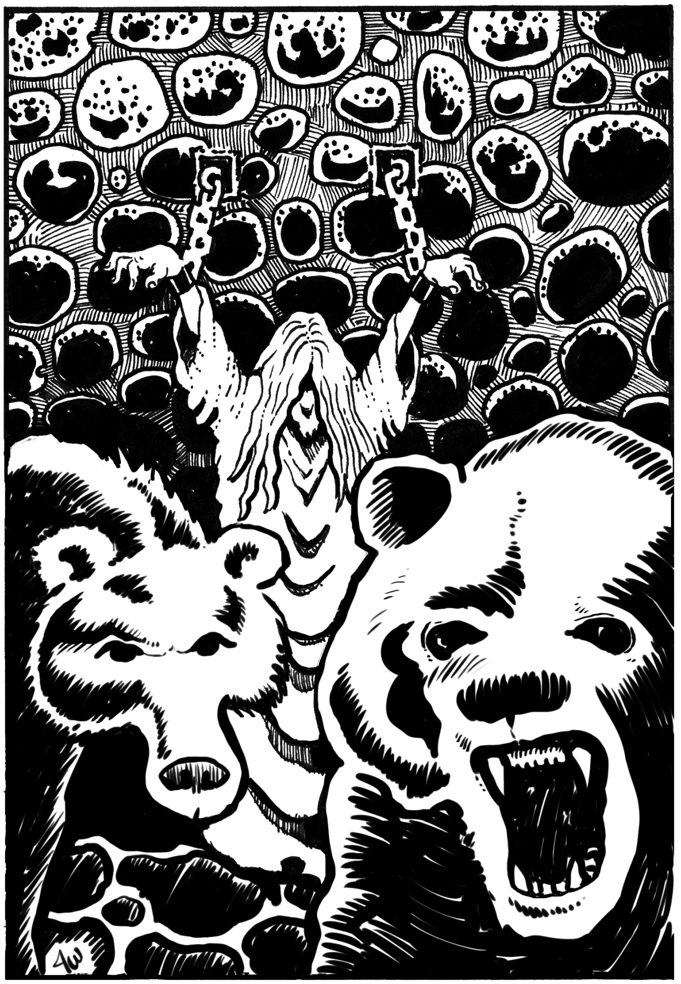
Mordred lacks any knowledge of the dungeon or where he even is. However, his animal companions have been skulking around and know the locations of 60% of the creatures or rooms on this level, assuming the characters can communicate with them.

Mordred (fallen priest): Init +2; Atk fist +4 melee (1d3+2, subdual) or by weapon; AC 10; HD 3d6; hp 14; MV 30′; Act 1d20; SP beast form (2/day), speak with animals (at will), spellcasting (+3 spell check): Spells (1st) *animal summoning, detect magic, resist cold or heat*; (2nd) *cure paralysis, wood wyrding*; SV Fort +2, Ref +2, Will +2; AL N; Crit III/d10.

Beast form (2/day): Mordred can assume the form of an animal with 2 HD or less for 2 hours at a time.

Bultitude (black bear): Init +1; Atk slam +3 melee (1d6+3 plus bear hug) or claw +3 melee (1d8+3) or bite +3 melee (1d8); AC 14; HD 2d8+3; hp 15; MV 30′, climb 30′; Act 1d20; SP bear hug, infravision 60′; SV Fort +3, Ref +3, Will +1; AL N; Crit M/d8.

Bear hug: A black bear grasps its enemy in a mighty bear hug to hold its prey firmly in place while it ravages it with its



fangs. If the black bear lands a slam successfully, its opponent must succeed in an opposed Strength check against the bear's Strength (modify the black bear's roll by their damage bonus). Failure means they have been trapped in a bear hug. Each round thereafter, the black bear automatically inflicts another 1d6+6 damage with its massive fangs. The victim can attempt to escape each round with another opposed Strength check on his action.

Wisefoot (wolf): Init +3; Atk bite +2 melee (1d4); AC 12; HD 1d6; hp 5; MV 40'; Act 1d20; SP none; SV Fort +3, Ref +2, Will +1; AL L; Crit M/d6.

Area 3-23 — Beareagle Lair: *This chamber is not quite finished. Although the corners are mostly angled, the walls and ceiling are still rough in many locations. The air is damp here, with a faint musty smell. In the southwest corner is a pile of dirty feathers intermixed with straw and bits of fabric.*

Two very ornery **beareagles** (see Appendix B), a mated pair, lair here. They are, in fact, the pile of feathers in the southwest corner of the chamber. When creatures enter here, they rouse and the male moves to engage while the female hangs back protecting the nest. If the male is defeated or the female is directly attacked, she attacks with a +1d bonus to hit and damage while defending her precious treasure.

These two monstrosities are guardians for Haffrung's room complex and attack any creatures, except Haffrung. Even then, Haffrung must be possessing the body of Skelly.

Beareagle (2): Init +2; Atk bite +9 melee (2d6+5) and claw +5 melee (1d6+5); AC 17; HD 6d10; hp 50 (male), 40 (female); MV 40', fly 80'; Act 2d20; SP terrifying screech; SV Fort +7, Ref +8, Will +4; AL C; Crit M/d12.

Terrifying screech: Prior to entering combat the beareagle releases a blood curdling screech. The shrieking cry is enough to shake even the most hard-bitten of adventurers. All targets within earshot must make a DC 16 Will save or be frozen in terror for 2d3 rounds.

Four beareagle eggs are in a nest in the southwest corner of the room. Each is worth 80 gp, but only if transported to a large city for sale. The eggs hatch in 1d4+1 weeks plus 1d6 days.

Area 3-24 — Shaft: *A natural passage meanders to the northeast before opening to a circular area, perhaps 15' across. There is a natural sinkhole here, descending into darkness. The corridor continues.*

This room is nothing more than a wide spot in the corridor. Haffrung has stationed 1d2 guards here around the clock. Randomly determine which individual guards are here based on the table in area 3-16.

The shaft leads down to Dungeon Level 4 and after about 30' opens up to area 4-13. The shaft is about 5' wide and, due to numerous natural handholds and cracks in the stone, requires a successful DC 10 Climb Sheer Surfaces check to scale.

CHAPTER SIX

DUNGEON LEVEL 4

Dungeon Level 4 is the lowest level of the dungeons beneath the Village of Mitra's Fist. The White Tower of Mitra is located in the northern reach of this level, north of areas 4-1 and 4-2. The Dark Tower of Set is a square tower located near the middle of this level, just south of area 5-4. Unlike the other levels, there are direct entrances to each of these towers from this level.

There are numerous entrances to this level from the levels above. These include:

- The upper rafters of the former chapel of Mitra (area 4-10) are area 3-1.
- The shaft in area 4-25 leads up to area 3-10.
- The stairs in area 4-26 lead up to area 3-11.
- A ladder in area 4-29 leads up to area 3-8.
- The open upper of area 4-16 is area 3-20. Climbing up the walls (or flying) here can provide access to Dungeon Level 3.
- The shaft in area 4-13 ascends to area 3-24.
- The stairway in area 4-15 leads to area 3-22.

GENERAL FEATURES

Corridors are 10′ high, unless otherwise noted. Individual room ceilings vary by description. Most of the walls on this level are finished stone. The exceptions are area 4-5, areas 4-20 and 4-21, areas 4-27 through 4-29. Rough-hewn stone walls can be climbed with a successful DC 10 Climb Sheer Surfaces check due to numerous handholds and imperfections. Finished stone walls are more difficult to scale, requiring a successful DC 15 Climb Sheer Surfaces check.

A standard door in the dungeon is composed of stone and opens out or in as displayed on the map. A stone door has an AC 17 and 30 hit points. Unless noted in the individual room description, a locked stone door requires a successful DC 16 Pick Lock check to unlock, or a successful DC 18 Strength check to break down.

PROVISIONS

Assume that whenever an NPC is found in its keyed location (typically its residence), that 1d4 weeks of edible provisions, along with 1d10 gallons of wine or water are present per person, despite the encounter description. Obviously, this does not apply to prisoners.

SECRET DOORS

Secret doors require an Intelligence DC check to discover (with elves receiving a +4 bonus on the check). Additionally, thieves may search for secret doors using their Find Trap skill with the required Intelligence DC being reduced by 4. Elves passing within 10′ of a secret door are automatically allowed a check for noticing the secret door. It is possible that a party who is carefully mapping may discover evidence of a secret door. If so, allow a +1d bonus to checks while searching for that specific secret door.

WANDERING MONSTERS

Unlike most DCC RPG adventures, *Dark Tower* makes extensive use of wandering monsters. The dungeon is a dynamic environment with residents of this level moving around, in addition to those from the village above, plus residents of upper levels. Therefore, since many of the encounters below can be found at keyed locations in the other levels of the dungeon, it follows that if they are killed, then they cannot be encountered again, nor can they be found in their lairs. The judge is directed to the appropriate keyed location for more details on these NPCs. Of course, the reverse is true of NPCs who are defeated in their keyed locations. They should be removed from these wandering encounter tables.

For every 3 turns spent moving around Dungeon Level 4 there is a 1-in-6 chance of a wandering encounter. Should the characters enter an empty chamber, this chance doubles to 2-in-6. Upon rolling a successful encounter check, roll a 1d8 and consult the table below.

DUNGEON LEVEL 4

d8 Roll	Encounter
1	Minotaurs
2	Fire Giant and Hell Hounds
3	Wanderer from Dungeon Level 2
4	Wanderer from Dungeon Level 3
5	Minions of Set
6	Haffrung Helleyes and Large Entourage
7	White Tower War Party
8	Vrednii, Lesser Son of Set

DUNGEON LEVEL 4 WANDERING MONSTER DESCRIPTIONS

FIRE GIANT AND HELL HOUNDS: The fire giant **Snurgi** (areas 4-20 and 4-21) is taking 2d4 **hell hounds** for a walk. Snurgi releases the hounds and lets them release some energy, by tearing into the characters. The fire giant is content to hang back, but if a few of the hell hounds are defeated, he flies into a rage and attacks. For the first 1d4 rounds, he gains +1d to his attacks due to his rage.

Snurgi (giant, fire) (12′ tall, 5,000 lbs.): Init +3; Atk sword +22 melee (4d10+10) or hurled stone +8 missile fire (1d8+10, range 200); AC 24 (half-plate); HD 16d10; hp 120; MV 30′; Act 2d24; SP immune to fire, vulnerable to cold (double damage); SV Fort +15, Ref +5, Will +8; AL C; Crit 20-24 G/d8.

Vulnerable: A fire giant suffers double damage from cold.

Hell hound (2d4): Init +2; Atk bite +4 melee (1d6+2) or breath weapon (2d6 fire damage, range 10′ wide x 30′ long cone; DC 12 Ref save negates); AC 12; HD 2d6; hp 10 each; MV 40′; Act 1d20; SP immune to fire and heat; SV Fort +1, Ref +2, Will +1; AL L; Crit M/d8.

MINIONS OF SET: This is a wandering group of 1d6+1 **minions of Set** (see Appendix B). They are on an errand for Avvakris, and if they don't see *Avvakris' ring* (his signet ring), or a likeness, prominently displayed, they attack and fight until destroyed.

Minion of Set (type I demon, Set) (1d6+1): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30′ long and 20′ wide at its terminus. All within are affected by the snake's poison.

MINOTAURS: A patrol of 1d3 **minotaurs** (area 4-27) roam the passages of Dungeon Level 4. If one of these brutes are defeated, the remainder fall back to area 4-27 to gain a tactical advantage in their lair.

Minotaur (1d3): Init +8; Atk gore +8 melee (1d8+4) or battleaxe +8 melee (1d10+4); AC 15; HD 6d8+6; hp 35 each; MV 30′; Act 2d20; SP bull charge, never surprised, resistant to mental spells (*charm, scare,* etc.; +6 to Will saves); SV Fort +6, Ref +8, Will +2/+8; AL C; Crit IV/d12 (*bull charge* M/d14).

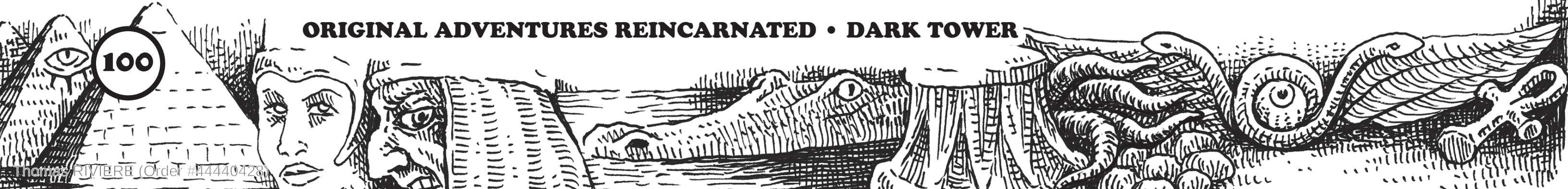
Bull charge: A minotaur initiates combat with a powerful bull rush ending in its gore. This counts as a special charge: in addition to a +2 attack bonus and a -2 AC penalty, the minotaur gets an extra 1d8 damage (for total of 2d8+4), and the target must make an opposed Strength check (treat the minotaur as Str 24 (+6)) or be hurled back 20′.

HAFFRUNG HELLEYES AND LARGE ENTOURAGE: This is the wizard **Haffrung Helleyes** (see Appendix C) and four bodyguards as described in areas 3-16 to 3-19, plus 1d6+6 **carnivorous ape-men** (see Appendix B), **Shadrock** (area 4-29 and Appendix C) and 2d4 **trolls**. For every two trolls encountered, there will be a **giant hyena** (from area 4-12). Randomly determine both **Haffrung's** current body and the individual guards. If **Oph** is present, Fang (**dire wolf**) is with him. This group is hastening to the surface or returning from an errand.

Carnivorous ape-man (1d6+6): Init +1; Atk bite +5 melee (1d10+3) or slam +5 melee (1d4+3) or thrown stone +3 missile fire (1d4+3, range 30); AC 13; HD 4d8+4; hp 25 each; MV 20′, climb 20′; Act 3d20; SP none; SV Fort +5, Ref +3, Will +4; AL N; Crit M/d10.

Troll (2d4): Init +6; Atk bite +10 melee (2d8+6) or claw +8 melee (2d6); AC 19; HD 8d8+6; hp 54 each; MV 40′; Act 3d20; SP stench, regeneration (1d8 points of damage at the end of each round, including the round it is killed), immune to critical hits, poison, and disease, immune to mind-affecting spells, vulnerable to fire (fire damage does not regenerate); SV Fort +10, Ref +5, Will +8 (see Troll, p. 429, DCC RPG); AL C; Crit M/d14.

Regeneration: A troll heals at a prodigious rate, regenerating 1d8 hit points at the end of each round, including the round



it is killed. It can only be truly put down by taking its hit points negative such that its final regenerative burst does not raise its total above 0. A troll's severed head or limbs will even crawl back and re-attach. The troll's only vulnerability is to fire, from which it does not regenerate.

Stench: A troll stinks so badly that creatures within 20′ must make a DC 12 Fort save each round or succumb to a fit of retching (-2 to all rolls while retching).

Vulnerable: A troll does not regenerate damage from fire.

Hyena, giant (6): Init +5; Atk bite +6 melee (1d7+4); AC 15; HD 3d8; hp 21 each; MV 50′; Act 1d24; SP none; SV Fort +6, Ref +5, Will +3; AL C; Crit M/d8.

VREDNII, LESSER SON OF SET: This is one of the many bastard offspring of the god Set, Vrednii, a **Lesser Son of Set** (see Appendix B). It roams about these lower halls spreading destruction and discord. Although these fiends take many forms, Vrednii has the body of a giant snake (25′ long), the head of a crocodile, black bat wings, and eight powerful lizard-like legs. If there is room, he prefers to take flight and then cast spells. If reduced to 25 or fewer hit points, the fiend simply disappears (called back to the Chosen Son of Set's side, see area L-21).

Vrednii, the Eater of Corpses - Lesser Son of Set (type II demon, Set): Init +4; Atk slam +8 melee (1d8+4) or bite +8 melee (1d7 plus constrict) and claw (x4) +8 melee (1d4); AC 18; HD 6d12+12; hp 60; MV 30′, fly 30′; Act 7d20+1d20 (cleric)+1d20 (wizard); Languages: Common, Demonic; SP Son of Set traits, demon traits, summon 1d6 minions of Set (1/day), magic resistance (all spells cast against a Lesser Son of Set are subject to 25% chance of failure before saves are rolled), spellcasting (cleric 1d20 and wizard 1d20, +5 spell check): Spells – Cleric (1st) *paralysis, profane flame* (see Appendix D); (2nd) *restore vitality, snake charm* (see Appendix D); (3rd) *sticks to snakes* (see Appendix D); Spells – Wizard (1st) *animal summoning* (snakes only), *mending, runic alphabet, mortal*; (2nd) *detect evil, scorching ray;* (3rd) *slow*; SV Fort +6, Ref +8, Will +6; AL C; Crit 19-20 DN/d6.

Constriction: On a successful bite attack the Son of Set immediately wraps his coils around the victim. Each round thereafter, he attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 points of damage.

Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, as long as not bound or otherwise summoned, infravision 120′, half damage from poison, fire, acid, cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.

Son of Set traits: Constrict, bite, claw, fly, cleric and wizard, true name, spellcasting.

True name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for 1 hour.

WANDERER FROM DUNGEON LEVEL 2: Use the Wandering Monsters Encounter table from Dungeon Level 2 to determine this encounter.

WANDERER FROM DUNGEON LEVEL 3: Use the Wandering Monsters Encounter table from Dungeon Level 3 to determine this encounter.

WHITE TOWER WAR PARTY: Occasionally, the Mitraic knight **Holomir Goldheart** (area 1-1 and Appendix C) organizes a war party to strike at Set's allies. This group consists of 30 **gnome fighters** (see Appendix B) and 3 type III angels (**lammasu,** see Appendix B) from area C-6. Half of the gnomes have arrows notched and ready to launch. If the group is threatened, Holomir hangs back to summon **Lions of Mitra** (see Appendix C).

Holomir Goldheart (Mitraic knight): Init +4; Atk *Lawgiver* +6 melee (1d8+6/1d8+2d4+6 vs. Chaos); AC 23 (+2 *full plate* & shield); HD 6d12; hp 58; MV 20′; Act 2d20; SP cleric abilities ((+6 spell check): *lay on hands*, *turn unholy*), infravision 60′, golden heart, *detect evil* 60′ (spell check result of 12, 3/day), holy aura, lion's roar (1/day), summon Lions of Mitra (1/day), immune to disease and weapons of less than +2 enchantment or natural attacks from creatures of 3 HD or less, half damage from fire, spellcasting (+6 spell check): Spells (1st) *protection from evil, paralysis, word of command;* (2nd) *cure paralysis, curse, lotus stare;* (3rd) *bolt from the blue;* SV Fort +6, Ref +8, Will +6; AL L; Crit 18-20 V/d30.

Golden heart: Holomir has a magical mechanical gold heart that grants him immortality. He does not age, or require food, drink or sleep. The gold heart grants regeneration. Every round, Holomir regains 1d6 hit points - so long as he has 1 hit point remaining. If he loses a body part, it regrows in 1d6 +1 days. Finally, the heart allows Holomir to ignore up to 5 hp of fire and heat damage from any attack, grants a +4 bonus to all saving throws to resist fire (include saves to resist fire- or heat-based spells), and Holomir and objects on his person cannot catch fire.

Holy aura: As long as Holomir is conscious, all friendly creatures within 10′ of him gain a +4 bonus to any saving throws.

Lion's roar (1/day): As an action, Holomir may issue a divine roar. All enemies within 40′ of Holomir suffer 2d8 damage (no save). Chaotic targets must make a successful DC 13 Will save or flee in terror for 2d6 rounds.

Summon Lions of Mitra (1/day): As an action, Holomir summons 1d10 **Lions of Mitra** (see Appendix C). They arrive the following round at a location within 60′ of Holomir.

Lawgiver (+5 longsword): INT 14; AL L; Banes: un-dead (Deathdealer; when bane is struck, it must make a DC 15 Fort save or instantly die), creatures of Chaos (+1d4

damage); Communication: speech and telepathy; Special Purpose: slay chaotic creatures, clear the world of all obstacles to the imposition of Law; Special Powers: *comprehend languages* (1/day), shed light 20′, holy brand (+1d4 damage to chaotic creatures), magic resistance aura (while drawn spells cast against wielder and allies within 10′ suffer a -2 penalty).

Lawgiver must be willingly bestowed on a wielder. If forcefully taken, the thief is paralyzed until they choose to willingly return the blade to its rightful wielder (DC 15 Will save negates). On a successful save, the sword functions normally within 250′ (essentially the entire dungeon). If taken beyond this radius, the sword transforms into a *cursed longsword* (see Appendix D).

Lion of Mitra (1d10): Init +2; Atk +2 *longsword* +10 melee (1d8+5, +1d8 damage against a follower of Set); AC 23; HD 8d12+30; hp 75 each; MV 20′; Act 2d20; SP infravision 100′, cleric abilities ((+11 spell check): *lay on hands, turn unholy*), divine bolt (1/day), telepathy, holy aura, transience, immune to disease, *charm*, *sleep*, and similar effects, half damage from non-magical weapons, spellcasting (+11 spell check): Spells: (1st) *bless, darkness, word of command;* (2nd) *divine symbol, neutralize poison or disease, restore vitality;* (3rd) *remove curse*; SV Fort +13, Ref +11, Will +13; AL L; Crit 19-20 III/d10.

Divine bolt (1/day): The Lion of Mitra can conjure a magical bolt of energy 5′ wide and 120′ long. Each chaotic creature in the line suffers 4d6 damage (DC 13 Reflex save for half damage).

Holy aura: So long as the Lion of Mitra is conscious, allies within 10′ are immune to fear and gain a +4 bonus to all saving throws (this does not stack with other aura effects).

Transience: A Lion of Mitra loses 5 hit points at the end of each round, disapparating upon reaching 0 hit points – along with all of their equipment. Note: magical healing doesn't affect a Lion of Mitra.

Gnome warrior (30): Init +1; Atk short sword +3 melee (1d6+1) or shortbow +2 missile fire (1d6); AC 16 (scale mail & shield); HD 2d6; hp 9 each; MV 20′; Act 1d20; SP spellcasting (+2 spell check): Spells (1st) *cantrip*; SV Fort +1, Ref +1, Will +1; AL C; Crit II/d6.

Lammasu (type III angel, independent) (3): Init +4; Atk claw +10 melee (2d8+4); AC 20; HD 12d12; hp 90 each; MV 40′, fly 40′; Act 2d20; Languages: all; SP angel traits, cleric abilities ((+12 spell check): *lay on hands*, *turn unholy*), *divine aid* (ritual, +26 spell check, requires 2 other lammasu participants minimum), magic resistance (all spells cast against a lammasu are subject to 50% chance of failure before saves are rolled), spellcasting (+12 spell check): Spells (1st) *blessing, detect evil, dispel darkness* (see Appendix D), *holy sanctuary, protection from evil;* (2nd) *banish, restore vitality;* SV Fort +12, Ref +10, Will +12; AL L; Crit 18-20 DN/d12.

Angel traits: Communication by speech or telepathy, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, half damage from fire, acid, cold, electricity, and gas, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, infravision 120′, spellcasting (+12 spell check): Spells (1st) *cantrip*.

KEY TO DUNGEON LEVEL 4 (MAP 10)

Area 4-1 — An Ancient High Priest: *More of an alcove than a room proper, the north wall here is pure white marble and curved. The other walls are plain stone. Sitting cross legged in the northern corner is an aging male human wearing wrinkled robes. He has balding, wispy white hair, and a long flowing white beard. His eyes are closed, and he seems to be mumbling to himself.*

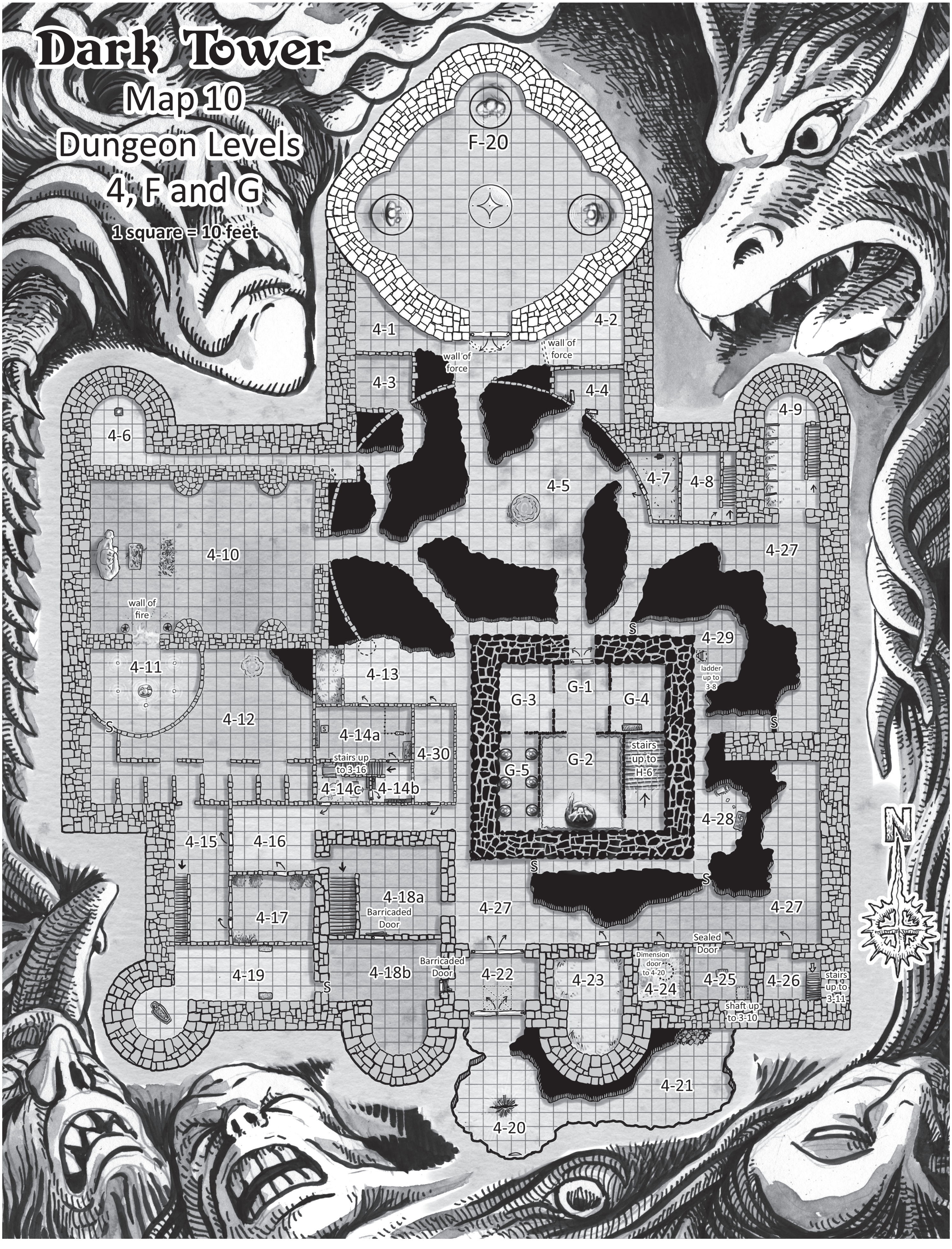
This area of the dungeon is a corner of the exterior of the White Tower of Mitra. The wall radiates *protection from evil* (specifically enemies of Mitra) 10′ from its surface granting a +1 bonus to saving throws against evil creatures, evil enemy attack rolls suffer a -1 penalty, and damage rolled by evil sources is reduced by 1 point per die. Aside from the old man, there is nothing here.

The ancient man is **Harringdon**, a powerful cleric of Mitra (see Appendix C). The old man is a little senile and tends to ignore visitors unless they are hurt or in need of some aid. He talks about his allies (those faithful to Mitra), the little mice that bring him breadcrumbs to subsist on, and he gladly goes on about the "good old days".

Although unarmed and unarmored, he is protected by the *protection from evil* that radiates out from the base of the White Tower as well as a permanent invisible *rune of veracity* (creatures within 10′ of the cleric are unable to tell an untruth (DC 24 Will save negates; -1 penalty if victim is chaotic). He refuses to join the characters in their quest, but if treated with kindness and respect, he can be convinced to cast a few spells for the benefit of the characters. If threatened, 1d10 **Lions of Mitra** come to his aid in 1d3 rounds.

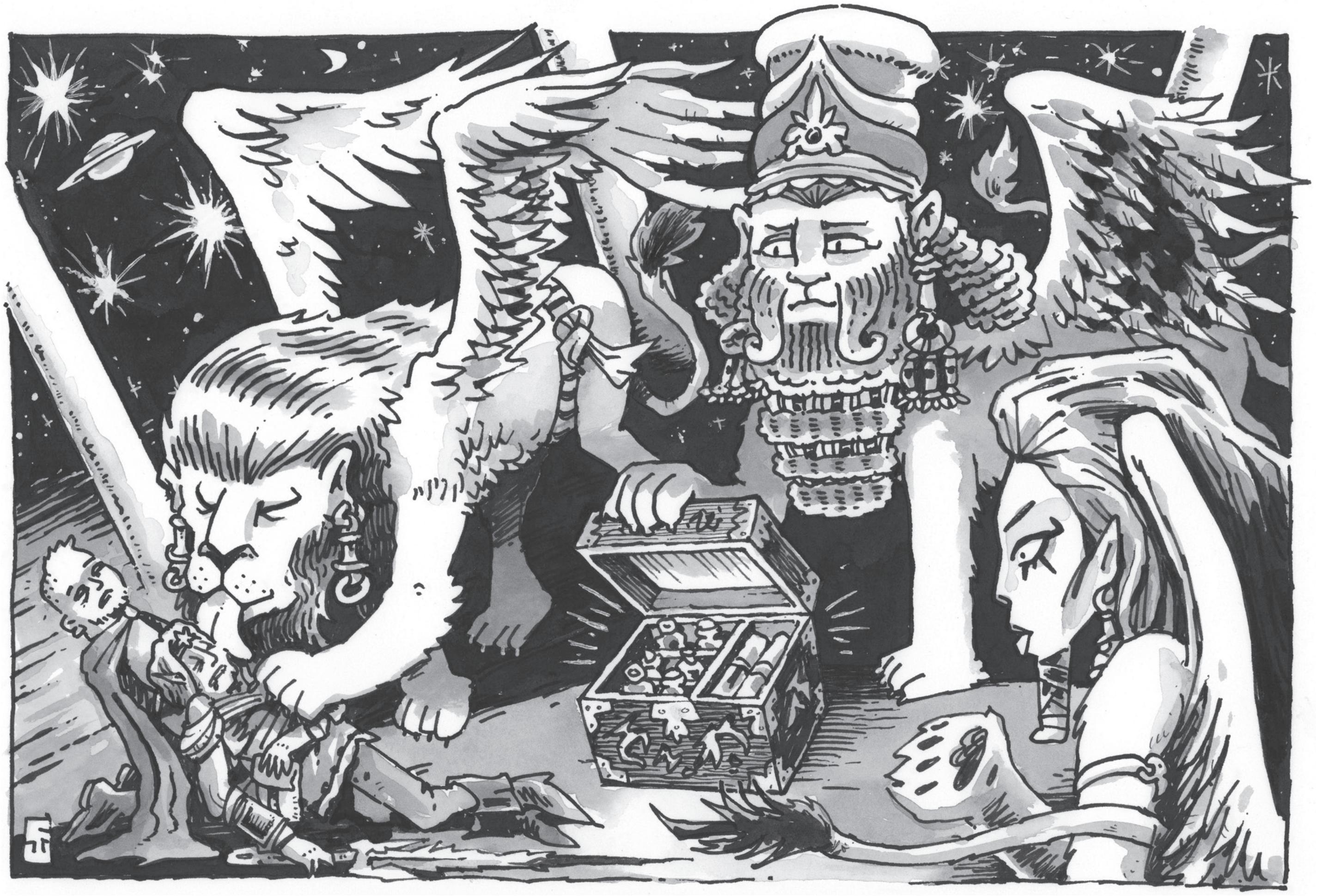
A special permanent force wall blocks the doorway to the White Tower in a 10′ radius. Only Lawful creatures can pass through the wall and access the door. But note that the door has further safeguards as described in area F-20.

Harringdon (cleric of Mitra): Init +4; Atk fist +3 melee (1d3; subdual); AC 10/13 (vs. minions of Set); HD 5d8+5; hp 31; MV 30′; Act 1d20; SP cleric abilities ((+7 spell check): *divine aid*, *lay on hands, turn unholy*), divine strike (3/day), sworn against Set, spellcasting (+7 spell check): Spells (1st) *blessing, detect magic, food of the gods, protection from evil, resist heat or cold, word of command*; (2nd) *cure paralysis, divine symbol, lotus stare, neutralize poison or disease, restore vitality*;



Dark Tower
Map 10
Dungeon Levels
4, F and G
1 square = 10 feet

F-20
4-1
4-2
wall of force
wall of force
4-3
4-4
4-6
4-9
4-5
4-7
4-8
4-10
4-27
wall of fire
4-11
4-13
S
4-29
ladder up to 3-8
G-1
G-3
G-4
4-12
S
4-14a
4-30
stairs up to 3-16
4-14c
4-14b
G-5
G-2
stairs up to H-6
S
4-28
N
4-15
4-16
S
S
4-18a
Barricaded Door
4-27
4-17
4-27
Sealed Door
Dimension door to 4-20
Barricaded Door
4-19
4-18b
S
4-22
4-23
4-24
4-25
4-26
stairs up to 3-11
shaft up to 3-10
4-21
4-20



(3rd) *remove curse, speak with dead, spiritual weapon*; SV Fort +3, Ref +1, Will +5; AL L; Crit III/d12.

Divine strike (3/day): When Harringdon strikes a foe, he channels the might of Mitra through his hands, inflicting an additional +1d8 damage to the target. Unlike his bare-hand strike, this damage is not subdual. Striking a follower of Mitra with such a blow results in immediate disapproval with a result equal to the damage dealt.

Sworn against Set: Mitra favors Harringdon when battling a creature of Set, gaining a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks while facing such a foe. In addition, he gains a +3 to his armor class. Forces of Set include any clerics devoted to Set, minions of Set, animated statues in the likeness of Set, Lesser or Chosen Sons of Set, giant snakes, and all traps in the Dark Tower itself.

Lion of Mitra (1d10): Init +2; Atk +2 *longsword* +10 melee (1d8+5, +1d8 damage against a follower of Set); AC 23; HD 8d12+30; hp 75 each; MV 20′; Act 2d20; SP infravision 100′, cleric abilities ((+11 spell check): *lay on hands, turn unholy*), divine bolt (1/day), telepathy, holy aura, transience, immune to disease, *charm*, *sleep*, and similar effects, half damage from non-magical weapons, spellcasting (+11 spell check): Spells (1st) *bless, darkness, word of command;* (2nd) *divine symbol, neutralize poison or disease, restore vitality;* (3rd) *remove curse*; SV Fort +13, Ref +11, Will +13; AL L; Crit 19-20 III/d10.

Divine bolt (1/day): The Lion of Mitra can conjure a magical bolt of energy 5′ wide and 120′ long. Each chaotic creature in the line suffers 4d6 damage (DC 13 Reflex save for half damage).

Holy aura: So long as the Lion of Mitra is conscious, allies within 10′ are immune to fear and gain a +4 bonus to all saving throws (this does not stack with other aura effects).

Transience: A Lion of Mitra loses 5 hit points at the end of each round, disapparating upon reaching 0 hit points – along with all of their equipment. Note: magical healing doesn't affect a Lion of Mitra.

Area 4-2 — The Room of Healing: *A plain archway leads to a chamber bathed in soft radiance. The north wall is curved and constructed of smooth fitting marble blocks. The east and south walls are drab stone. Three proud leonine creatures with folded feathery wings and human visages intently watch your approach. In the northeast corner of the room is a rune-engraved wooden box.*

The archway to this location has a special permanent force wall to protect it. Humanoids can pass through, but other creature types (such as the dragon in area 4-5) are blocked.

In addition, the archway floor is protected by two powerful runes. Each rune is nearly invisible and requires a successful DC 15 Find Trap check to be found. If triggered, each rune paralyzes its victim for 2d3 rounds (DC 16 Will save negates).

This room was provided as a rest station back in the early days of the battle between the White and Dark Towers. Much of its original contents have been used up by generations of fruitless combat. But there are still a few resources of note that would be a boon to the characters' quest. The illumination is a magical effect.

Guarding this room are three **lammasu** (Orestes, Langdon, and Orphredd; see Appendix B). These lion-like celestials are tasked with maintaining this safehouse for the forces of good. Orphredd casts *detect evil* when the characters arrive. Assuming they are not predominantly evil, the lammasu tend to their wounds and allow them shelter, without fear of being disturbed.

The lammasu guard a box enchanted with a *protection from evil and good* (evil only) effect that radiates in a 10′ radius. The box is unlocked and contains a collection of potions and scrolls. It includes:

- A crystal flask containing two doses of potion of *healing* (heals 1d6+1 hit points x2)
- A glazed clay jug containing three doses of potion of *healing* (heals 1d6+1 hit points x3)
- A potion of *extraordinary healing* (heals 3d6+3 hit points)
- Two scrolls of *healing* (heals 1d6+1 hit points)
- Five scrolls of *restore vitality* (spell check result of 19)
- A scroll of *neutralize poison or disease* (spell check result of 22)
- A scroll of *banish* (spell check result of 20)

The lammasu only allow the characters to remove two potions and two scrolls from the room.

If the characters can convince the lammasu of their plight against Set, and they have dire need, the lammasu are willing to ritually call down *divine aid* in an attempt to restore a single deceased PC to life, requiring a successful DC 40 *divine aid* check. The lammasu collectively have a +24 to this check, and any cleric joining them in the performance of the rite adds ½ of their spell check bonus to the attempt – but also automatically gains +10 disapproval for the use of *divine aid*. These three lammasu are only able to attempt such a rite once per month.

Lammasu (type III angel, independent) (3): Init +4; Atk claw +10 melee (2d8+4); AC 20; HD 12d12; hp 90 each; MV 40′, fly 40′; Act 2d20; Languages: all; SP angel traits, cleric abilities ((+12 spell check): *lay on hands*, *turn unholy*), *divine aid* (ritual, +24 spell check, requires 2 other lammasu participants minimum), magic resistance (all spells cast against a lammasu are subject to 50% chance of failure before saves are rolled), spellcasting (+12 spell check): Spells (1st) *blessing, detect evil, dispel darkness* (see Appendix D), *holy sanctuary, protection from evil;* (2nd) *banish, restore vitality;* SV Fort +12, Ref +10, Will +12; AL L; Crit 18-20 DN/d12.

Angel traits: Communication by speech or telepathy, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, half damage from fire, acid, cold, electricity, and gas, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, infravision 120′, spellcasting (+12 spell check): Spells (1st) *cantrip*.

Area 4-3 — The Room of Mind Switch: *A rough-hewn passage eventually leads to an open room. The empty chamber has finished walls, and the air here is oddly cold. You have a sense of foreboding in this place.*

This room is indeed empty but is also cursed. While sentient creatures are in this room they are unnerved and on edge. After 6 rounds, all sentient creatures still in this room must make a DC 20 Will save. Those who fail fall under the effects of the *curse of mental displacement* (determine all mind switches randomly; see sidebar **Curse of Mental Displacement (Moderate Curse)**). Those succeeding in the save are immune to further exposure to this curse for 1 day.

CURSE OF MENTAL DISPLACEMENT (MODERATE CURSE)

This curse is placed upon a specified area of 10′ x CL radius in size. It is invoked by the devouring of half of two separate human brains preceded by the following incantation:

> *Ego flee, and id be buried,*
> *Mental wit accosted and harried,*
> *Across the ether let them be ferried,*
> *And by a stranger's form be carried.*

The curse carries a -2 Luck penalty and causes the victim's mind to switch with that of another sentient being within a 50′ radius. The victim retains their non-physical attributes but does not gain access to the new body's class abilities (with the sole exception of infravision). In addition, being in a different body is disorienting and makes actions difficult. Switched targets suffer -5′ to movement and a -1d penalty to all attack rolls, Reflex saves, and physically-based skill checks (including the use of thief skills).

The curse can be remedied only by way of *remove curse* or by slaying the witch who originally laid the curse upon the area. If there is only one victim of this curse, and thus not a second target for transference, the victim immediately falls into a coma for 24 hours before awakening, free of the curse's effects.

Area 4-4 — Argun's Treasure Vault: *Beyond the open double doors is a room with a pile of coins at least a foot deep! Hues of silver and gold are represented.*

This chamber is reserved for the treasure horde of Argun, the ancient dragon (area 4-5). The dragon is usually positioned in front of the open doors.

The hoard contains the following:

Coins

- 10,000 cp, 4,800 sp, and 2,000 gp.

Potions

- potion of *shrinking*
- potion of *gaseous form*
- potion of *poison* (1d6 permanent Stamina loss; DC 17 Fort save reduces loss to 1 temporary Stamina).
- potion of *polymorph*
- potion of *animal control*

Spell Scrolls

- scroll of *magic missile* (+1d spell check bonus)
- scroll of *serpent missile* (see Appendix D)
- scroll of *restore vitality* (spell check result of 30)

A POTENTIAL TOTAL PARTY KILL!

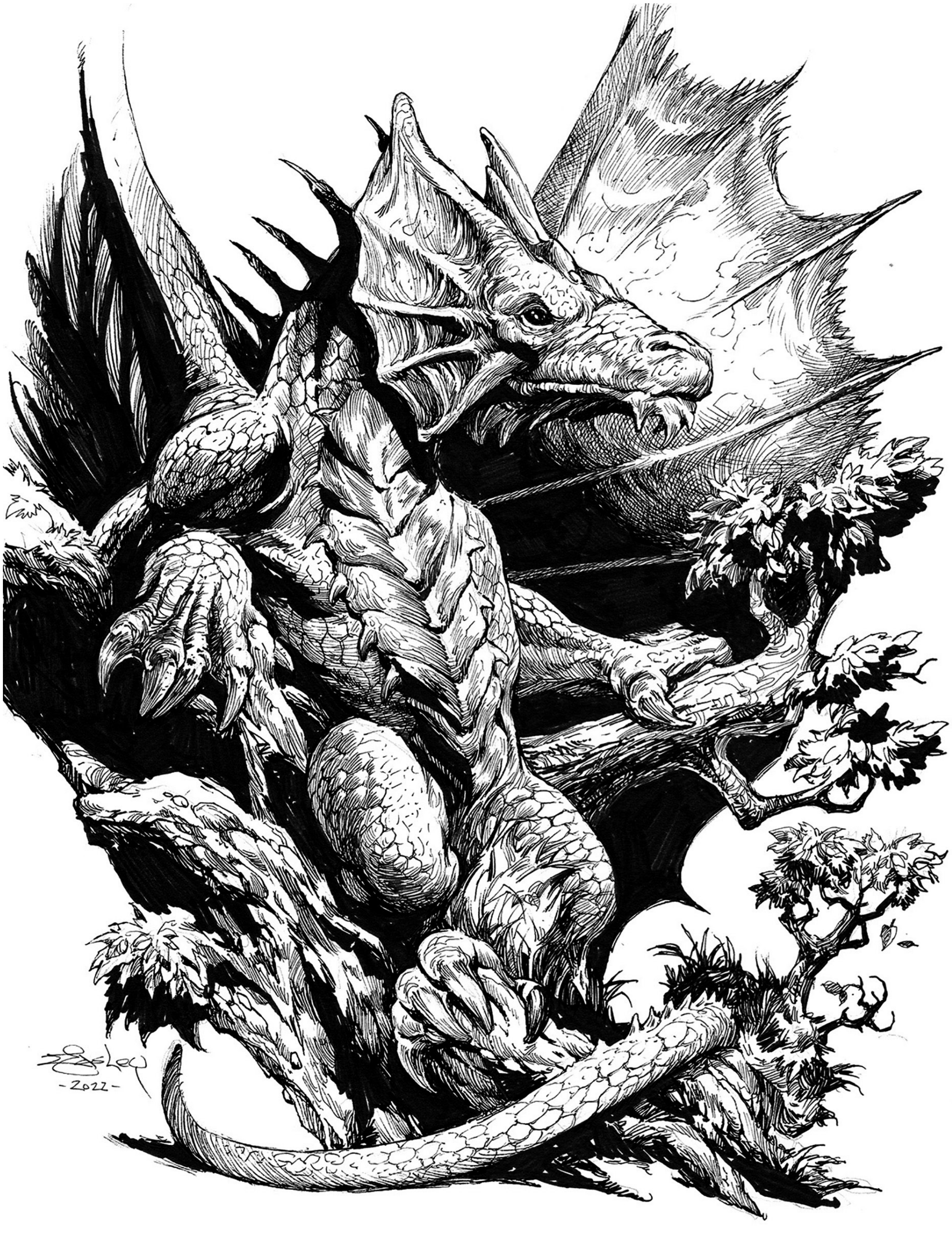
The original publication of *Dark Tower* included an ancient red dragon in this area on Dungeon Level 4; however, dragons in DCC RPG are far more dangerous than their old school counterparts. Even if all the characters are 4th-level or even 5th-level when they arrive here, there is a likelihood that they may be rapidly slain. If the players are not accustomed to fleeing before such a challenge, this encounter could result in the dreaded total party kill (TPK). The judge would do well to consider that, rather than combat, the PCs might be able to handle this encounter with some banter and a healthy dose of flattery. Perhaps the PCs need to give the dragon a monetary bribe every time they pass through this chamber or maybe the dragon craves the taste of beareagle and offers to spare interlopers if they can bring him the carcass of one (area 3-23). Regardless of the compromise reached, it should require some true effort on the part of both the PCs and the players, with the surety of the outcome always in doubt.

Area 4-5 — The Lair of Argun the Conflagrator: *This central cavern is a nexus with several corridors leading to and from here. The walls are irregular and adorned with tiny lichen. The ceiling yawns to a height of 40′. The air has a pang of sulfur to it. A 20′ diameter pool of crystal-clear water is positioned roughly in the center of the chamber.*

In the northeast corner of the room, curled in front of a pair of partially opened stone doors is the dark-scarlet-scaled hide of a magnificent dragon. The draconic beast is in a position common to felines, with its front talons tucked under its chin. A coil of smoke is emitted from a nostril flare as its heavy lids open on your arrival. It has swept-back horns worn with age, and a spinal frill that travels down its back before disappearing under its folded ebony wings.

This vaulted chamber is the lair of a dragon. The ceiling is indeed 40′ overhead. The pool of water is 10′ deep. It is spring-fed and contains freshwater (with a slight sulfur taste), although geothermally heated to just below boiling.

Argun the Conflagrator (see Appendix C) is a great wyrm, 40′ long from snout to the base of its tail. Confident that he could snuff out the lives of the characters, he doesn't



immediately attack (see sidebar). But foolish actions, insults, or an outright attack are met with swift retribution.

Argun the Conflagrator (average sized great wyrm): Init +10; Atk claw (x3) +12 melee (1d8) and bite +12 melee (1d12) and tail slap +12 melee (1d20) and wing buffet +12 melee (2d12) and crush +12 melee (3d12) or breath weapon (special); AC 20; HD 10d12; hp 100; MV 50′, fly 50′; Act 7d20+1d20 (spells); SP breath weapon (fire, 4/day), cause earthquake (1/day), control fire (3/hour), heat metal (3/hour), damage reduction (-4 per die to all damage received, minimum 1 point per die), magic resistance (all spells cast against Argun have a 50% chance of failure prior to saving throws being rolled), immune to fire damage, spellcasting (+14 spell check): Spells (1st) *charm person, enlarge/reduce,* *force manipulation* (-1d spell check penalty), *magic shield;* (2nd) *arcane affinity* (pyromancy), *detect invisible, invisibility, scorching ray* (+1d spell check bonus); (3rd) *dispel magic, fireball* (+1d spell check bonus), *slow*; SV Fort +10, Ref +10, Will +10; AL C; Crit DR/d24.

Breath weapon (fire, 4/day): As an action, Argun breathes fire in a line 10′ wide x 100′ long, inflicting damage equal to Argun's hit points (DC 20 Reflex save for half damage).

Cause earthquake (1/day): Argun can create an earthquake centered on a point within 500′. Earth shakes for several seconds. All nearby creatures suffer 1d3 buffeting damage. Creatures within 50′ of the epicenter are tossed into the earth for a fall of 1d8 x 10′ (with falling damage of 1d6 per 10′ fallen). Creatures further away must make a DC 20 Reflex save or also be tossed into the earth. Concentration of enemies is disrupted, waterways may be diverted, buildings are shaken, creatures may fall from ramparts, etc.

Control fire (3/hour): Argun can take control of mundane flames, such as torches and lanterns, and cause them to dance, extinguish, or expand; can create a line of flame up to 40′ long per round. A character touched by the line of flame (including one holding a torch or lantern) is engulfed in flames for 1d6 damage plus an additional 1d6 per round. DC 20 Reflex save each round to extinguish.

Heat metal (3/hour): Argun can heat one metal object to painful levels. This ability inflicts 1d8 damage per round to characters holding heated objects or 1d10 damage per round to characters wearing heated armor.

Area 4-6 — Forlorn Chamber: *A 10′ wide corridor ends at this shadowy chamber. Even your light source seems muted here. Nestled in the semicircular north wall is a stone pedestal. On its surface is a perfect crystal sphere, the size of a small melon, resting on a plain gold base.*

This chamber was a former scrying chamber. Light sources, both mundane and magical, are subdued to half their typical radiance in this chamber. Thus, a torch would only shed light in a 15′ radius.

The crystal sphere is a *crystal ball* (see Appendix D).

Crystal ball: While scrying with this 6″ diameter crystal sphere, the user can observe a person or place known to them (or known to someone present who is actively describing the target) within 80 miles, as per *wizard sense* (as per spell result check of 24).

Two **specters** haunt this chamber. They enter the chamber through the walls, attacking when the *crystal ball* is touched. If turned, they flee back through the walls.

Specter (2): Init +2; Atk draining touch +8 (2d4 points of random physical abilities); AC 10; HD 4d12; hp 30 each; MV fly 40′; Act 1d20; SP un-dead traits, chill aura (creatures within 10′ suffer 1d4 damage), future sight, invisibility (at will), incorporeal, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, *turn unholy* resistance (considered +2 HD for purposes of turning); SV Fort +4, Ref +6, Will +8; AL C; Crit 19/20 U/d8.

Future sight: Any creature that gazes into the specter's eyes receives a shocking glimpse of a possible future. A character attacking the specter must make a DC 10 Reflex save or inadvertently gaze into the ghost's eyes to receive this glimpse. This glimpse is always a potential death of the most disturbing fashion. The judge is encouraged to describe the vision as one associated with a potential future encounter in the current adventure. When the character reaches that encounter, they suffer a -1d penalty to all rolls due to fright and fear of death.

Un-dead traits: Specters are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 4-7 — The Room of Sword Killer: *The air is stale with the heavy scent of metallic rust. The plain chamber has a black metal anvil pushed against the northern wall. The floor is covered with broken sword blades, wooden weapon hafts, and bits of leather.*

This room bears a terrible curse that erodes or even destroys sentient magic weapons. Examination of the anvil reveals faint runes etched on its surface. A successful trained DC 15 Intelligence check by a wizard or elf reveals the anvil was used to forge magic weapons (those with *sword magic* instantly recognize the original purpose of the anvil). If a sentient weapon is brought within 10′ of the black anvil (Sword Killer), its runes glow red and a pulse of magical energy surges from it. The sentient weapon must make a successful Will save, using the information on the table below. If it fails, it permanently loses Intelligence based on current Intelligence score, as indicated by the table below.

Sentient Weapon's Int	Will Mod	Save DC	Int Lost
1-3	-3	10	1d3
4-6	-2	11	1d6
7-8	-1	12	1d8
9-12	+0	13	1d12
13-15	+1	14	1d16
16+	+2	15	1d20

A weapon's bearer suffers damage equal to the Intelligence points lost by their weapon as its screams of anguish tear through their mind. If the sword is telepathic, this damage is doubled and in addition, the bearer is stunned for 2d3 rounds. If a sentient weapon has lost more than 6 Intelligence, there is a 25% chance per special power that it loses that power. If any sentient weapon loses all of its Intelligence, it explodes in its bearer's hands causing 5d6 damage to all within a 5′ radius (no save).

Area 4-8 — Empty Room: *This room is empty, save for a few piles of burlap, rags and other textile debris. A stairway along the east wall climbs to an upper level.*

There is nothing of interest here. There are absolutely no metal objects intermixed in the debris, being long since picked over by the denizen that lairs in the room above. The stairs lead to Dungeon Level 3 (area 3-6).

Any noise made in this room draws the **rust monster** down from upstairs (area 3-6). It arrives in 1d4+2 rounds.

Rust monster: Init +4; Atk bite +2 melee (1d4+1) or feelers +2 melee (0 plus corrode metal; attack rolled against unarmored AC); AC 13; HD 3d8+6; hp 27; MV 30′; Act 1d20; SP detect metal 100′, corrode metal; SV Fort +4, Ref +2, Will -1; AL N; Crit M/d8.

Corrode metal: Any metal weapon touched by the rust monster's feelers or that strikes the rust monster is damaged. A weapon is rendered useless after one touch and metal armor loses one "plus" to Armor Class every round of contact. Magic items receive a save against DC 12 (add the weapon's "plus" to the d20 roll).

Area 4-9 — Former Stable: *The air is heavy and humid, with a distinct moldy smell. Along the west wall are the rotting remains of wooden stalls, still piled high with moldering hay. The northern wall is semicircular. Along the east wall is a stone staircase that leads upstairs.*

This room was formerly a stable. The stairs lead to a mummy's crypt on Dungeon Level 3 (area 3-7). A harmless black mold covers the west wall.

10 **zombies** guard this chamber to keep intruders from disturbing the mummy upstairs. Currently buried under the moldy hay, they rise to attack as soon as a living creature begins to ascend the staircase. The zombies are covered with harmless black and blueish mold. Occasionally, one of their slams results in a burst of mold spores, but these too are harmless.

Zombie (10): Init -4; Atk bite +3 melee (1d4); AC 9; HD 3d6; hp 12 each; MV 20′; Act 1d20; SP un-dead traits; SV Fort +4, Ref -4, Will +2; AL C; Crit U/d8.

Un-dead traits: Zombies are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 4-10 — Former Chapel of Mitra: *This massive chamber appears to once have been an opulent temple. It stretches east to west for at least 160′ and is perhaps 100′ wide. The arched ceiling is 30′ overhead and decorated with engraved support structures. Along the north and south are two fluted columns fused to the walls. These walls depict blast and scorch marks in numerous locations. The stench of rotting flesh and burned bones permeates the room.*

An archway on the southern wall, blocked by a sizzling sheet of fire, leads to another chamber. A pair of stone statues flank this fiery archway.

At the far end of the chamber is a massive white marble statue, nearly reaching the ceiling. The statue has been desecrated, its face chipped and smashed and it is hard to distinguish what it originally depicted. In front of the statue is a desecrated altar of stone, stained with blood and other nameless substances. A haphazard pile of bones, many shattered and most charred, rests near the altar.

This was a former chapel dedicated to Mitra. A cleric making a successful DC 12 trained Intelligence check immediately understands the origin of the statue. The bones are from a long-dead dragon, once a guardian of this sacred place. A successful DC 13 Intelligence check (or appropriate skill check) reveals the bones are draconic in nature and comprise a single skeleton.

A **primeval slime** hides on the wall in the northwest corner of the room. It stealthily moves over to the wall behind the statue, then it seeks to drop on a living creature (with surprise).

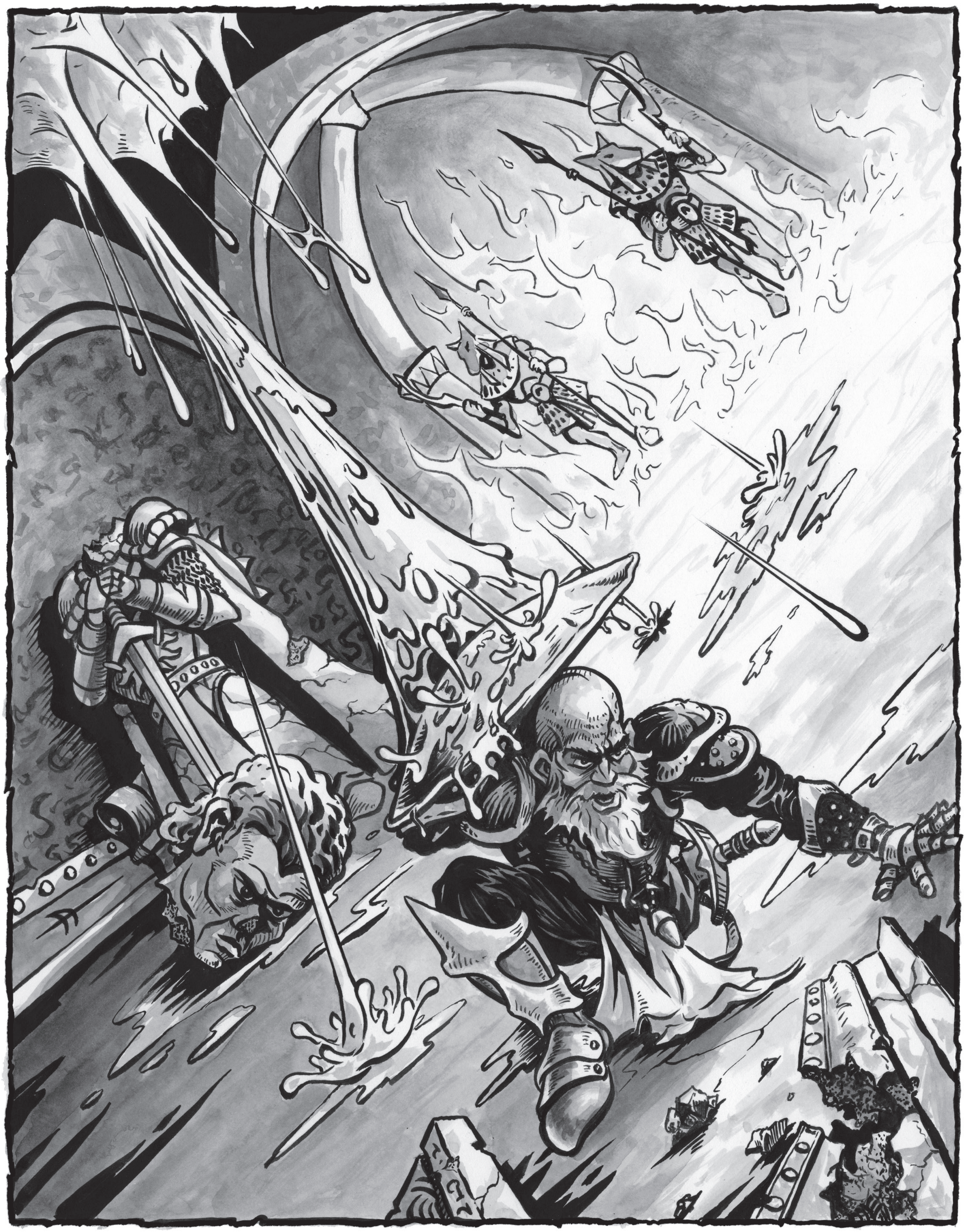
Primeval slime (2 x 5′ square): Init (always last); Atk pseudopod +4 melee (1d4); AC 10; HD 2d8; hp 9; MV 5′, climb 5′; Act 2d20; SP half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL N; Crit M/d8.

The archway is blocked by a permanent *wall of fire*. Standing to each side of the archway to area 4-11 are two crudely carved stone statues of men. Each wears plate armor and carries a longsword. If approached by a living creature within 10′, a *magic mouth* spell is triggered. It speaks in Common:

> *"To Pass, One of You Must Fight and Win"*

When a character is chosen and steps forth to within 5′ of the archway, they suddenly find themselves alone in a 50′ diameter arena facing one of the **stone champions** (see Appendix B), now made of flesh. The rousing chants of an unseen crowd urges the combatants into battle. If the character wins, they find themself in area 4-11, and the wall of fire disappears for 6 turns. If the stone champion wins, it returns along with the fallen character. Another character must be chosen to face off against a stone champion (which is restored to full hit points).

Stone champion (2): Init +3; Atk longsword +deed die+2 melee (1d8+deed die+2); AC 20 (full plate & shield); HD 6d12+6; hp 78 each; MV 20′; Act 1d20+1d16; SP deed die (+d8), infravision 60′, undying, immune to poison, half



damage from non-magical weapons; SV Fort +5, Ref +3, Will +2; AL N; Crit 18-20 V/d30.

Area 4-11 — Small Chapel to the God Mitra: *With a gut-wrenching lurch, you appear in a smaller chapel bathed in soft light. The ceiling is lower here, perhaps 15′ high. The walls depict bas-relief carvings of holy clergy performing acts of healing and blessing. At the opposite end of the chapel is a gleaming golden statue of a handsome young male human, wearing plate armor and carrying a longsword. Around the statue's neck is an amulet set with a stunning ruby.*

See the Fiery Archway entry in area 4-10 for details on how to access this room.

This is a small chapel dedicated to Mitra. Due to its safeguards, it has yet to be despoiled by Set's allies. The illumination is provided by magical light that shines from the ceiling around the statue. The curved south wall is covered with bas-relief depictions of Mitra's faithful tending to their dedicated congregation. They perform acts of kindness, spellcasting, blessing, and healing.

On the south wall is a map showing the location of the room of healing, area 4-2. It is noted with the symbol of Mitra, a roaring lion's head. Display **Player Handout 13**.

Along the southwest wall is a secret door which can be located with a successful DC 15 Intelligence check. Finding the door is one thing; opening it is another process. The bas-relief carvings conceal two indentations that both need to be filled to release the door's catch. These can be found with a successful DC 17 Intelligence check (elves gain +4 to his check). These are 10′ apart, so likely requires two PCs working together to trigger. The door leads to area 4-12.

Any living Lawful creature spending at least 1 turn in this sacred place is the recipient Mitra's blessing (a *remove curse* spell, spell check result of 22).

The statue is hollow metal coated with solid gold. The statue is worth 2,000 gp but weighs 2,000 pounds. Around the statue's neck is an *amulet of true sight* (see Appendix D).

Amulet of true sight: This golden amulet is shaped like a roaring lion's head. A stunning ruby is set in the lion's jaw and is exposed to the back of the amulet. 3/day, by holding the amulet and peering through the ruby, one is granted the ability to see through all invisibility, illusions, and darkness to a distance of 120′ for 1 turn.

Area 4-12 — Former Gardens: *This once appeared to be an open-air courtyard or perhaps a garden. The ground is earthen and along the southern wall are the remnants of stone walls forming a series of cells or apartments. Any wooden roofs have long since rotted away. Near the north wall is a stagnant pool of water. The whole place smells faintly of animal waste.*

This was once the garden of the monastery. Along the south wall are various cells once housing the holy brothers. Now the place is the lair of the troll's (see areas 4-15 through 4-17) pet **giant hyenas**. There are six adults, plus another three juveniles. The giant hyenas roam this entire courtyard, but each mated pair maintains a den in one of the abandoned cells. The three juveniles are found in one of these. The giant hyenas are aggressive and fight to the death to protect their lair.

There is a 30% chance that 1d2 **trolls** are here, tending to the beasts.

Hyena, giant (6): Init +5; Atk bite +6 melee (1d7+4); AC 15; HD 3d8; hp 21 each; MV 50′; Act 1d24; SP none; SV Fort +6, Ref +5, Will +3; AL C; Crit M/d8.

Hyena, giant juvenile (3): Init +4; Atk bite +2 melee (1d5+2); AC 13; HD 1d8; hp 7 each; MV 45′; Act 1d24; SP none; SV Fort +4, Ref +3, Will +1; AL C; Crit M/d6.

Troll (1d2): Init +6; Atk bite +10 melee (2d8+6) or claw +8 melee (2d6); AC 19; HD 8d8+6; hp 54 each; MV 40′; Act 3d20; SP stench, regeneration (1d8 points of damage at the end of each round, including the round it is killed), immune to critical hits, poison, and disease, immune to mind-affecting spells, vulnerable to fire (fire damage does not regenerate); SV Fort +10, Ref +5, Will +8 (see Troll, p. 429, DCC RPG); AL C; Crit M/d14.

Regeneration: A troll heals at a prodigious rate, regenerating 1d8 hit points at the end of each round, including the round it is killed. It can only be truly put down by taking its hit points negative such that its final regenerative burst does not raise its total above 0. A troll's severed head or limbs will even crawl back and re-attach. The troll's only vulnerability is to fire, from which it does not regenerate.

Stench: A troll stinks so badly that creatures within 20′ must make a DC 12 Fort save each round or succumb to a fit of retching (-2 to all rolls while retching).

Vulnerable: A troll does not regenerate damage from fire.

Area 4-13 — Guardian Beast: *Resting in this chamber is an immense reptilian beast with a draconic head. It lifts its head, situated on a sinewy serpentine neck, and then another. Followed by another, and then two more. A tangled mess of five heads sprout from the bulk of the beast, which assumes an aggressive stance.*

This is one of Haffrung Helleye's guardian beasties, a **hydra** named Hex. It doesn't immediately attack, as Haffrung or any of his apprentices may pass through this chamber to or from area 4-14A. If none of these NPCs are present, it attacks and fights to the death.

Along the west wall is an archway leading to a niche. Heaped in this nook are a jumble of bones and other debris. There is nothing of value here.

The door to area 4-14 lacks a mundane lock but has been enchanted with *ward portal*. The door can be broken down with a successful DC 20 Strength check.

Hex (six-headed hydra): Init +4; Atk bite +6 melee (1d10+4); AC 16; HD 5d10; hp 35 (7 hp per head); MV 20′, swim 40′; Act 5d20; SP regeneration of heads, heal 1 hp/round per remaining head; SV Fort +9, Ref +7, Will +5; AL C; Crit 19-20 DR/14.

Regeneration of heads: For every 7 hit points of damage incurred by a single-weapon strike, one head is severed, and damage in excess of 7 hp on the strike is lost. For example, a single sword blow inflicting 9 hit points of damage severs one head for 7 hp, and the remaining 2 hit points "overflow" is lost. Area of effect attacks (such as a *fireball*) can damage more than one head at once, and do not lose overflow damage. For every severed head, the hydra loses that head for two rounds…then on the third round following, two *new* heads grow from the old stump, and the hydra gains 14 hit points (two sets of 7 hp each). This regeneration can only be prevented by severing the heads with fire or acid.

Judge's Note: Area 4-14 is actually a suite of three rooms (A-C) used by Haffrung Helleyes.

Area 4-14A — Haffrung's Laboratory: *This appears to be a laboratory. Along the west wall is a shelf holding an array of glassware, some filled with a variety of liquids. Pushed into the southeast corner of the room is a stone table with a stained acid-scarred top. The stone wall behind the table is blackened with soot. In the northeast corner of the room is a metal cage. An ape, taller than a typical human, with wicked talons and protruding fangs, cowers in the rear of the cage.*

This room is a laboratory, used by Haffrung and his apprentices to study arcane secrets, brew magical concoctions, and craft enchanted items. The stone table is used for a variety of experiments. The room is lit by ever-burning magical flames tracing the edges of the ceiling.

On a shelf are 22 odd bottles, containing a variety of alchemical substances. A few of these are magical and can be discerned with a successful DC 15 Intelligence check, or via a *detect magic* spell. Five of the bottles on the shelf contain magical elixirs: one potion of *extraordinary healing*, a potion of *un-dead control*, a potion of *speed*, a potion of *wizard sense* (spell check result of 29), and a potion of *plant control* (see Appendix D).

There is a secret trapdoor along the west wall. It can be located with a successful DC 17 Intelligence check. Once opened, it reveals an empty hollow, 5′ square and 5′ deep. Inside the hollow recess is an invisible unlocked wooden chest. The chest can be easily located via tactile investigation of the hollow. In the invisible chest is a *horn of summoning* (see Appendix D), a wand of *forget* (as per spell check result of 20, 2/day), and 300 gp.

Horn of summoning: Crafted from the horn of a celestial ram, once per day it may be blown to summon six 1 HD monsters. The monsters remain for 1 turn (or until slain) and will obey the summoners every command. If used in conjunction with the spell *war horn of Elfland*, the horn grants a +5 bonus to the spell check.

In the northeast corner of the room is a 10′ square cage containing a **carnivorous ape-man**. The cage is locked (Haffrung and his apprentices each have keys), but it can be opened with a successful DC 13 Pick Lock check or may be forced open with a successful DC 17 Strength check. This unfortunate beast has been poked and prodded, experimented on, and harassed for weeks. Thus, it has a foul disposition and cowers in the far corner if investigated. If released, it bursts out of the cage and attacks in a berserk rage.

If Haffrung or any of his apprentices are here, they are deep into the process of creating a potion or researching a spell. In this case, the workbench is covered with supplies.

Carnivorous ape-man: Init +1; Atk bite +5 melee (1d10+3) or slam +5 melee (1d4+3) or thrown stone +3 missile fire (1d4+3, range 30); AC 13; HD 4d8+4; hp 25; MV 20′, climb 20′; Act 3d20; SP none; SV Fort +5, Ref +3, Will +4; AL N; Crit M/d10.

Area 4-14B — Larder: *This is a larder, brightly lit from a glowing globe attached to the ceiling. The east and south walls are covered with wooden shelves from the floor to the ceiling. The shelves are crammed with boxes and foodstuffs. A stone staircase leads upstairs.*

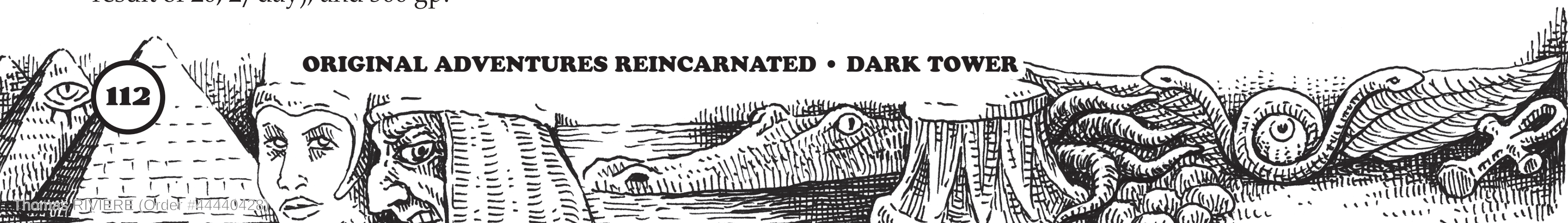
This small room is a larder of sorts. The shelves are stocked with enough rich high-quality food for 15 human-sized creatures to last four weeks. The glowing globe on the ceiling is a worthless piece of glass enchanted with a *cantrip* spell.

The stone stairs lead up to Dungeon Level 3 (to the hallway outside of area 3-16).

The doors to area 4-14A and area 4-14C lack a mundane lock, but each has been enchanted with *ward portal*. These doors can be broken down with a successful DC 20 Strength check or the spell negated with *dispel magic* or *knock.*

Area 4-14C — Haffrung's Study: *This appears to be a comfortable living chamber or study. Oddly, a rather ornate bed is set along the north wall, while a wooden bookshelf covers the west wall. In the center of the room is a desk and matching chair with a candlestick topped by a glowing stone.*

This is Haffrung's study. He maintains a bed here as he often spends many consecutive hours pursuing study. The furniture is mundane. The glowing stone mounted on the candlestick is enchanted with a *cantrip* spell, which will expire in 1 hour.



On the bookshelf are various books about magic, religion and history. Disguised as books about a particularly boring period of history are a pair of valuable magic tomes. Each of these can be located with a successful DC 13 Intelligence check. The first volume is "A Brief Study of Elemental Magic and its Environmental Impact" which, when read, releases stored arcane knowledge into the mind of the reader which grants a permanent +1d to *monster summoning* spell checks which call forth elementals. Readers without wizardly spellcasting ability are granted the ability to cast *monster summoning* (elementals only) using a d16 action die. The second volume is entitled "The Obfuscationary Techniques of the Enlightened Masters" which, when read, releases stored arcane energies into the reader's body, granting a permanent +10 bonus to Sneak Silently checks. Upon releasing their energies, both books crumble to dust.

The desk drawer is trapped and requires a successful DC 13 Find Trap check to discover and a DC 17 Disable Trap to neutralize. The trap is triggered by opening the drawer, causing an explosion inflicting 6d6 damage to all creatures within a 20′ radius (DC 13 Reflex save for half damage).

Inside a drawer of the desk is a pair of *invisible* daggers and an *invisible* replica tiny chest (worth 10 gp). The daggers are large enough to find with thorough searching. But the tiny replica chest is only a few inches across and requires a successful DC 15 Intelligence check to locate in the drawer. This replica chest can be used to recall a full-sized chest concealed on the Ethereal Plane. Haffrung can use the replica to transport the chest to and fro with ease while another spellcaster needs to make a successful DC 20 spell check to recall the chest. In the large chest are Haffrung's spell book (see sidebar), 500 gp and 5 rubies (worth 100 gp each).

The door to the corridor has been enchanted with *ward portal*. It may be broken down with a successful DC 20 Strength check or the spell negated with *dispel magic* or *knock.*

HAFFRUNG'S SPELL BOOK

Haffrung's spell book is covered with dragon hide and brass clasps. The following wizard spells are inscribed in the tome: (1st) *cantrip, detect magic, enlarge, force manipulation, magic missile, magic shield, ward portal;* (2nd) *conjure beasts* (see Appendix D), *invisibility, mirror image, monster summoning, spider web;* (3rd) *dispel magic, fireball, lightning bolt, planar step.*

Area 4-15 — Troll Lair: *This chamber is more of a hallway. Along the west wall is a stone staircase that climbs to the upper level of the dungeon. Along the east wall are two doors. There is a faint musty smell here.*

Ten **trolls** lair in these three chambers (areas 4-15 through 4-17). Although the trolls move around based on the whims of their masters (Avvakris and Haffrung), there is a 60% chance that 1d3 trolls are encountered in any of these three chambers at any given time. When encountered, they don't immediately attack, awaiting a signal from *Avvakris' ring* or a reproduction of it. They are under instructions not to quarrel with any of the other dungeon residents.

The stone stairs lead to Dungeon Level 3 (area 3-22). If trolls are encountered here and combat ensues, the trolls pursue any who flee up the stairs or to another chamber.

Troll (1d3): Init +6; Atk bite +10 melee (2d8+6) or claw +8 melee (2d6); AC 19; HD 8d8+6; hp 54 each; MV 40′; Act 3d20; SP stench, regeneration (1d8 points of damage at the end of each round, including the round it is killed), immune to critical hits, poison, and disease, immune to mind-affecting spells, vulnerable to fire (fire damage does not regenerate); SV Fort +10, Ref +5, Will +8 (see Troll, p. 429, DCC RPG); AL C; Crit M/d14.

Regeneration: A troll heals at a prodigious rate, regenerating 1d8 hit points at the end of each round, including the round it is killed. It can only be truly put down by taking its hit points negative such that its final regenerative burst does not raise its total above 0. A troll's severed head or limbs will even crawl back and re-attach. The troll's only vulnerability is to fire, from which it does not regenerate.

Stench: A troll stinks so badly that creatures within 20′ must make a DC 12 Fort save each round or succumb to a fit of retching (-2 to all rolls while retching).

Vulnerable: A troll does not regenerate damage from fire.

Area 4-16 — Troll Lair: *This chamber smells of rancid body odor and rotting wood. Four piles of furs and assorted pieces of fabric line the northern wall. In the southwest corner of the room is a heap of woody debris.*

The four piles are flea-infested troll beds. The woody pile are the splintered remains of furniture, along with destroyed weapon shafts, arrows and crossbow bolts.

Troll (1d3): Init +6; Atk bite +10 melee (2d8+6) or claw +8 melee (2d6); AC 19; HD 8d8+6; hp 54 each; MV 40′; Act 3d20; SP stench, regeneration (1d8 points of damage at the end of each round, including the round it is killed), immune to critical hits, poison, and disease, immune to mind-affecting spells, vulnerable to fire (fire damage does not regenerate); SV Fort +10, Ref +5, Will +8 (see Troll, p. 429, DCC RPG); AL C; Crit M/d14.

Regeneration: A troll heals at a prodigious rate, regenerating 1d8 hit points at the end of each round, including the round it is killed. It can only be truly put down by taking its hit points negative such that its final regenerative burst does not raise its total above 0. A troll's severed head or limbs will even crawl back and re-attach. The troll's only vulnerability is to fire, from which it does not regenerate.

Stench: A troll stinks so badly that creatures within 20′ must make a DC 12 Fort save each round or succumb to a fit of retching (-2 to all rolls while retching).

Vulnerable: A troll does not regenerate damage from fire.

Area 4-17 — Troll Lair: *This large chamber reeks of musky offal with undertones of organic rot. There are six disgusting piles of burlap, fur and tattered cloth scattered about the floor. A pile of broken humanoid bones lies in the northwest corner of the room.*

The six piles are flea-infested troll beds. The bone pile is intermixed with broken weapons, mostly spear shafts, but a few sword blades and a functional mace can be recovered.

Troll (1d3): Init +6; Atk bite +10 melee (2d8+6) or claw +8 melee (2d6); AC 19; HD 8d8+6; hp 54 each; MV 40′; Act 3d20; SP stench, regeneration (1d8 points of damage at the end of each round, including the round it is killed), immune to critical hits, poison, and disease, immune to mind-affecting spells, vulnerable to fire (fire damage does not regenerate); SV Fort +10, Ref +5, Will +8 (see Troll, p. 429, DCC RPG); AL C; Crit M/d14.

Regeneration: A troll heals at a prodigious rate, regenerating 1d8 hit points at the end of each round, including the round it is killed. It can only be truly put down by taking its hit points negative such that its final regenerative burst does not raise its total above 0. A troll's severed head or limbs will even crawl back and re-attach. The troll's only vulnerability is to fire, from which it does not regenerate.

Stench: A troll stinks so badly that creatures within 20′ must make a DC 12 Fort save each round or succumb to a fit of retching (-2 to all rolls while retching).

Vulnerable: A troll does not regenerate damage from fire.

The trolls maintain their collective treasure in a recess in the southeast corner of the room. The recess is covered with a flat rock and a pile of debris. It requires a successful DC 10 Intelligence check to locate. Inside the recess are 500 sp, 250 gp, and a flawed diamond (worth 100 gp).

Area 4-18A — A Bargain Going Down: *You seem to be interrupting a conversation between a cloaked figure and a trio of sickly green humanoids with gangly limbs. The humanoids are picking through a pile of treasure on the floor of an otherwise empty chamber. Two armed guards lean against a back wall, bored at the proceedings. A stone staircase ascends to an upper level.*

If approaching from the stairs (from Dungeon Level 3) or through the archway from area 4-27, a successful luck check alerts the characters to the conversation between the NPC here and several trolls. Aphris is bargaining with the trolls over the valuables to secure their services to kill his father. If the characters don't barge into this room to disrupt the haggling, they might get a hint at this plot. If the characters return to this location on a later foray, it's simply an empty room.

This is a normally empty room, but right now Avvakris' son, **Aphris,** a **priest of Set** (see Appendix C), is haggling with three **trolls** over a pile of treasure. Aphris is guarded by two of **Merth's Henchmen** (roll twice on the table in area 1-45 to determine which are present). Aphris carries a non-magical copy of his father's (Avvakris) ring.

The stone stairs lead up to Dungeon Level 3 (area 3-13). The door on the south wall is boarded over. The boards can be removed, but this is a noisy process that might attract a wandering monster (at the judge's discretion).

The pile contains one suit of human-sized full plate, two sets of chainmail tailored to fit a dwarf, a pouch holding 80 gp, a gold hilted scimitar (worth 100 gp), a silver talisman (worth 100 gp – this is the property of Virdonitii, invisibly inscribed with a message for his superiors), an agate (worth 20 gp), a peridot (worth 50 gp) removed from a Set idol, three blue quartz (worth 10 gp each), a gold necklace (worth 90 gp), and a pair of silver slippers sewn with seed pearls (worth 75 gp). All of these items belong to the occupants of the cells in area 2-21.

Area 4-18B — Empty Room: *This is another empty room. The southern wall is circular and forms a niche, choked with cobwebs. Many cobwebs hang from the ceiling.*

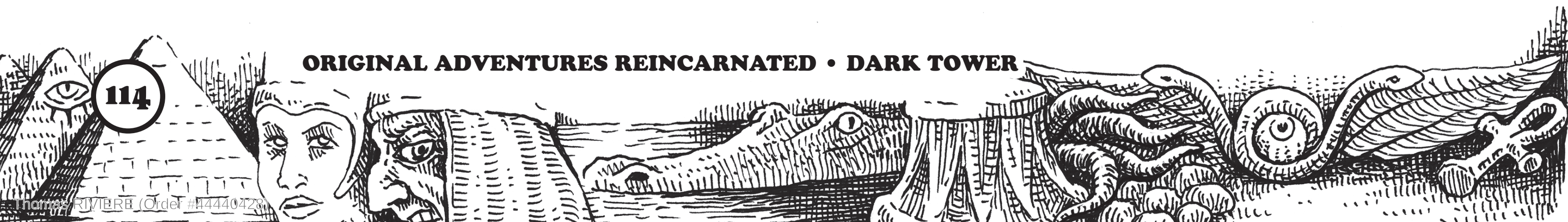
This is indeed an empty chamber. Concealed in the niche is a desiccated husk of a long dead giant spider.

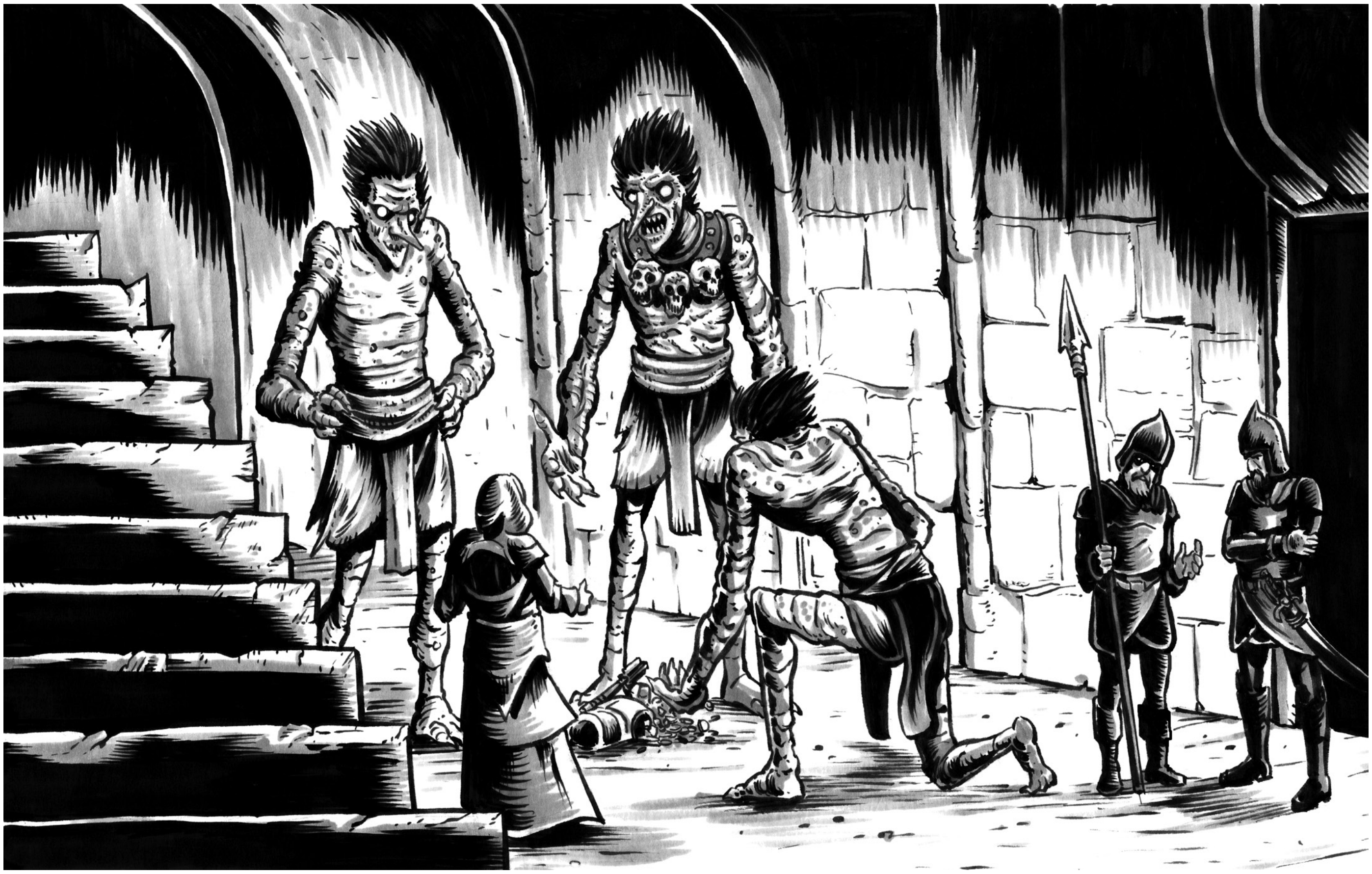
Both doors into this room (from areas 4-18A and 4-22) are boarded over from the opposite side. It requires a successful DC 18 Strength check to force either of these doors open (using a tool such as a crowbar grants a +1d bonus to the roll).

The door to area 4-19 is concealed and can be located with a successful DC 15 Intelligence check. But the door has been enchanted with *ward portal*. It may be broken down with a successful DC 20 Strength check or the spell negated with *dispel magic* or *knock*.

Area 4-19 — A Tomb: *The floor of this long hall is laden with a thick coat of dust. The rotting remains of tattered tapestries once adorned the north and south walls. The southeast corner of the room is a circular niche. Two iron boxes, one along the north wall and another on the south wall are likewise covered with dust. The air is stale.*

This is an ancient forlorn tomb. A sealed stone sarcophagus rests in the circular niche to the southeast. The stone sarcophagus can be opened with a successful DC 10 Strength check (using a lever or a crowbar grants a +1d bonus to the roll). Inside are the bones of a human, and an iron coffer at its feet.





Entombed within this circular part of the chamber is the **ghost** of Vresnor Agalla, the man who first discovered the evil that was tunneling up from the buried village. The burden of unwillingly unleashing such an evil in the region has tormented his soul and forbids him from any kind of eternal rest. If the sarcophagus is opened, the ghost manifests with its *horrid appearance* and immediately attacks.

Each of the large iron boxes contain 4,500 sp. The small iron coffer in the sarcophagus is locked (the key has been lost). The lock can be opened with a successful DC 15 Pick Lock check. The coffer can also be forced open with several solid weapon blows, but this destroys the fragile vials inside. Inside this coffer are a potion of *shrinking*, a potion of *un-dead control*, and a potion of *speed* (see p. 225, DCC RPG).

Vresnor Agalla (ghost): Init +2; Atk draining touch +6 melee (1d4 points of physical abilities, player's choice); AC 10; HD 2d12; hp 20; MV fly 40′; Act 1d20; SP un-dead traits, draining touch, horrid appearance, immune to non-magical weapons; SV Fort +2, Ref +4, Will +6; AL C; Crit U/d6.

Horrid appearance: Simply glimpsing the ghost causes 1d4 damage and potential fear (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a -4 attack penalty.

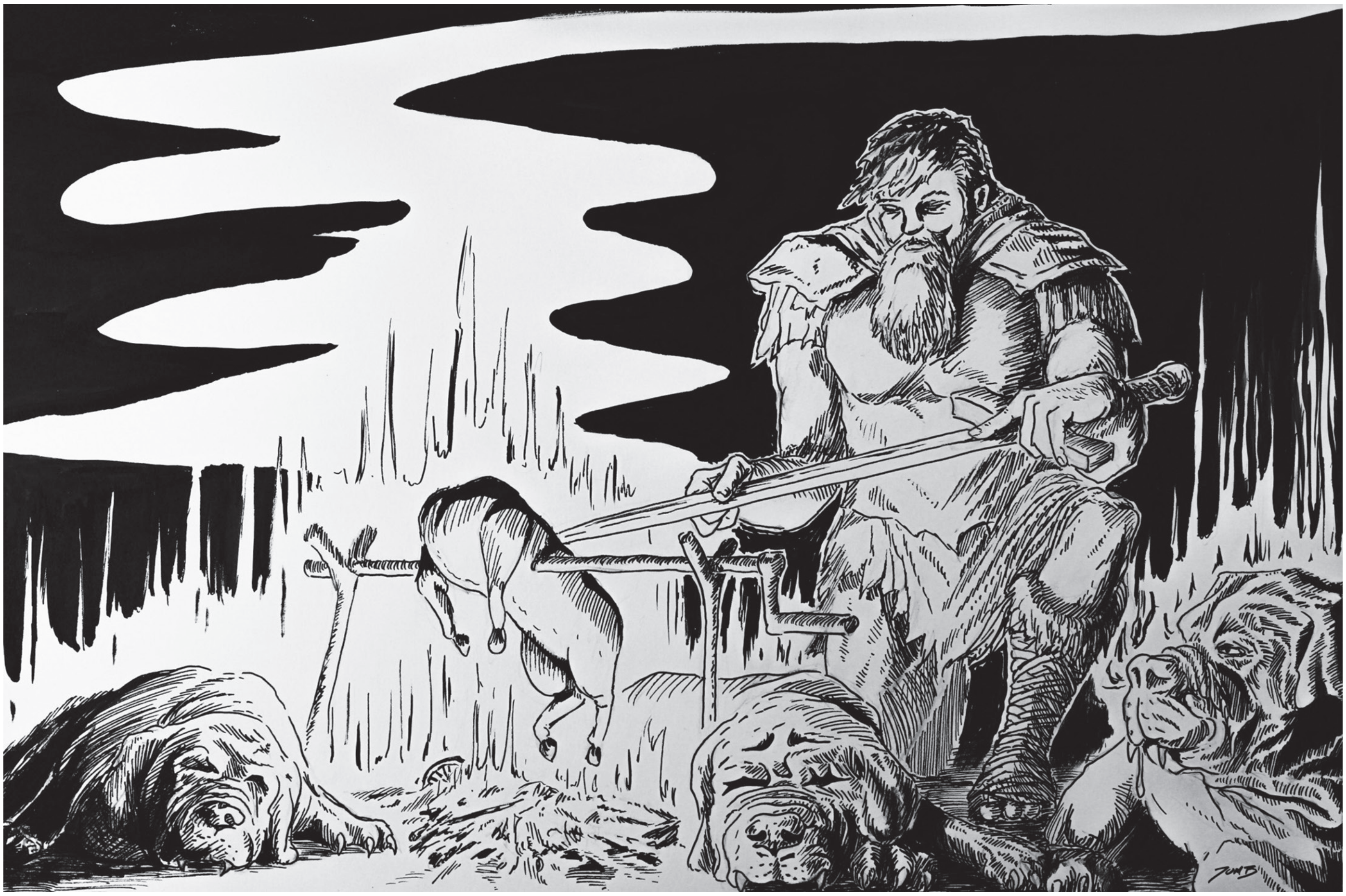
Un-dead traits: Ghosts are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 4-20 — Snurgi's Bonfire: *This natural cavern is warm and stuffy, with a flickering illumination. The pleasant scent of roasting meat wafts throughout the chamber. There is a roaring fire in the center of this room. The smoke seems to curl up and disappear into the ceiling. A haunch of meat mounted on a blackened metal pole is roasting over the fire. Curled up around the fire are several large mastiffs, with short black fur and orange underbellies. On the back wall is an oversized round metal shield with a scorched surface.*

There is a 50% chance that **Snurgi Hellstrom**, a fire giant, is here tending the meat on the spit and rough housing with the **hell hounds**.

This natural cavern is the lair of a fire giant, and his pet hell hounds. The bonfire keeps the chamber warm and provides illumination in a 40′ radius. The ceiling here is 30′ high.

The ceiling is enchanted with a trans-dimensional portal tethered to the floor of area 4-24. The spell effect works both ways, so any who unwarily wander into smoke-filled area 4-24 may find themselves unexpectedly dropped into the blazing fire here (3d6 damage; DC 10 Reflex save or catch fire).



The haunch of meat is half a cow and is overcooked. 2d4 hell hounds are curled up asleep around the fire at any given time. If Snurgi has time to grab the shield off the wall, his AC is 25 (half plate armor & shield). There are no rocks in this chamber for Snurgi to toss.

Snurgi commands the hell hounds to attack, while he spends an action getting his shield off the wall. If denied the shield, his AC is 24. If reduced to 50 or fewer hit points, he falls back to area 3-21 to get access to throwing boulders. He makes his final stand there.

Snurgi (giant, fire) (12′ tall, 5,000 lbs.): Init +3; Atk sword +22 melee (4d10+10); AC 24 (half-plate); HD 16d10; hp 120; MV 30′; Act 2d24; SP immune to fire, vulnerable to cold (double damage); SV Fort +15, Ref +5, Will +8; AL C; Crit 20-24 G/d8.

Vulnerable: A fire giant suffers double damage from cold.

Hell hound (2d4): Init +2; Atk bite +4 melee (1d6+2) or breath weapon (2d6 fire damage, range 10′ wide x 30′ long cone; DC 12 Ref save negates); AC 12; HD 2d6; hp 10 each; MV 40′; Act 1d20; SP immune to fire and heat; SV Fort +1, Ref +2, Will +1; AL L; Crit M/d8.

Area 4-21 — Snurgi's Sleeping Room: *Smoke hangs throughout this room, and the air is scented with burning embers and cooked meat. This is another natural cavern with soot-covered walls and ceiling. Along the northern wall is a pile of charred rocks.*

If Snurgi is not in the bonfire room, he is here. Roll 1d10 to randomly determine his activity

d10 Roll	Activity
1-2	Sleeping
3-5	Counting gold
6	Playing with game board and orange rocks
7	Sharpening his sword
8-10	Eating

Snurgi the fire giant sleeps in this room. The pile of rocks serves as his bed, but there are 20 rocks suitable for throwing as well. Typically, he warms several rocks in the bonfire before retiring for the night.

Concealed among the rock pile is a large leather sack. It contains 500 gp, a *necklace of strangulation* (see Appendix D), 3 orange rocks (worthless, but weighing about 10 pounds each), a 1′ square piece of flat marble with a tic-tac-toe board scratched on it. The game board is precious to Snurgi.

Necklace of strangulation: This thick chain necklace, typically fashioned from gold or platinum and often studded with rubies, carries a minor curse. On close examination, requiring a successful DC 17 Intelligence check, tiny etched runes can be discerned on the ruby's surface (the item radiates magic as well). When worn, the curse immediately manifests. The wearer suffers a loss of -2 Luck and the necklace immediately constricts inflicting 1d4 damage per round worn until removed. The necklace may only be removed after the successful casting of a *remove curse* spell (either allowing for a successful DC 22 Will save or achieving a spell check of 22+).

If Snurgi falls back to this chamber, he moves to the rock pile and uses them as ranged attacks. If defeat appears imminent, he surrenders, willing to bargain his treasure. He tries to pawn off the cursed necklace (which appears to be worth at least 1,000 gp) but is willing to part with half of his gold as well.

Area 4-22 — A Noisy Entrance: *Pushing open the massive double doors is a noisy affair as the hinges groan in protest. Beyond is an antechamber with a straw-covered floor. On the opposite wall is another set of double doors.*

It requires a successful DC 10 Strength check to push open the massive doors to this chamber. These large doors creak and groan ponderously when opened, unless somehow silenced. If Snurgi is in area 4-20, the PC with the lowest Luck must succeed at a Luck check else the fire giant hears the creaking of the doors. Additionally, if the pit trap is triggered, he automatically is alerted to the presence of the characters. If he does hear one of these cues, he is waiting in ambush when they arrive at his lair.

There is a 10′ square pit trap located in front of the southern double doors. It can be located with a successful DC 15 Detect Trap check. Due to the straw covering the floor, this check is made with a -1d penalty unless the straw is deliberately cleared. The pit is triggered if more than 25 pounds of weight is placed on it. A successful DC 15 Disable Trap allows for the lid to be jammed, preventing it from opening. The pit is 20′ deep, with spikes in the bottom. Falling damage is 4d6.

The door into area 14-18B is boarded up. Scrawled on the door in Common is the following phrase, "*KEAPP OWT*".

Area 4-23 — Lair of the Minotaurs: *This chamber reeks like an animal pen and damp fur. The chamber is in two parts, a 50′ wide by 30′ deep rectangular antechamber, and a 40′ deep semicircular niche along the south. The floor is a mess of bleached bones, woody debris, discarded weapons and armor, plus various bits of fabric and burlap.*

There is a 30% chance that 1d2 **minotaurs** are present (area 4-27) when the characters arrive in this chamber.

The three minotaurs who guard area 4-27 live in this chamber. The room is filled with human bones (most shattered, to get to the marrow), rags and fabric, and pieces of rent armor. If encountered here, these monstrosities fight to the death.

Concealed under a pile of debris (easily found if the characters poke around) in the southern circular niche of the room are 400 gp, a white marble crown (worth 200 gp) and a platinum crown (worth 450 gp).

Minotaur (1d2): Init +8; Atk gore +8 melee (1d8+4) or battleaxe +8 melee (1d10+4); AC 15; HD 6d8+6; hp 35 each; MV 30′; Act 2d20; SP bull charge, never surprised, resistant to mental spells (*charm, scare,* etc.; +6 to Will saves); SV Fort +6, Ref +8, Will +2/+8; AL C; Crit IV/d12 (*bull charge* M/d14).

Bull charge: A minotaur initiates combat with a powerful bull rush ending in its gore. This counts as a special charge: in addition to a +2 attack bonus and a -2 AC penalty, the minotaur gets an extra 1d8 damage (for total of 2d8+4), and the target must make an opposed Strength check (treat the minotaur as Str 24 (+6)) or be hurled back 20′.

Area 4-24 — Smoking Area: *On opening the door, a thick black smoke billows out the chamber beyond. The soot-infused smoke is thick and obscures the details of the room beyond.*

The door to this location is always closed. It is warm to the touch and a successful DC 10 Find Trap check reveals a thin curl of smoke from the gap between the door and floor and the faint scent of charred wood.

This room is filled with smoke from area 4-20. The room is heavily obscured, and the dense choking smoke is laced with burning embers. Unless a creature holds its breath, the burning atmosphere here inflicts 1d3 damage per round spent inside this room. In addition, a creature with unprotected eyes must make a successful DC 10 Fortitude save at the end of their initiative or become blinded for 1d6 rounds.

A trans-dimensional portal on the floor lets anything but smoke pass back down through it into area 4-24. Anyone stepping on the 10′ diameter area indicated on the map "falls" through, finding themselves in Snurgi Hellstrom's cooking bonfire (3d6 damage; DC 10 Reflex save or catch fire).

If the door to this chamber is left open, it draws 1d3 **minotaurs** (from area 4-27) in 1d4 +2 rounds.

Area 4-25 — Sealed Room: *Prying open the sealed door releases a blast of chilly air. Beyond is a chamber enshrouded in shadows. In the center the room is an iron bound wooden trunk, covered with a thick coat of dust.*

The door to the room is locked and sealed with a wax seal having *Avvakris' ring* signet upon it. The lock can be opened with a successful DC 22 Pick Lock check, or the door can be forced with a successful DC 15 Strength check.

There is a 10′ square shaft in the southeast corner of the room ceiling. This shaft leads to area 3-10. Climbing up this shaft requires a successful DC 10 Climb Sheer Surfaces check.

The wooden trunk is nearly 6′ long, 4′ wide and nearly 4′ high. It is bound with thick iron bands and bears a stout lock. The key is missing, but the lock can be opened with a successful DC 17 Pick Lock check. Inside the trunk is a mess of 4,000 cp. Nestled in the coins is a second, small velvet lined wooden box. This unlocked box contains: a gold Lion mask, studded with 90 amethysts, topazes, garnets and turquoises that was one of the original treasures of the shrine of Mitra (worth 3,200 gp, but is priceless to the followers of Mitra), a mithril and electrum spearhead (worth 160 gp), a steel bottle filled with vintage wine (worth 100 gp), a silver longsword sheath (worth 120 gp), a dragon mask of iron and wood (worth 1 gp), a solid gold figurine of a cat set with three aquamarines (worth 190 gp), an electrum ring (10 gp) and a copper dagger sheath (worth 5 gp).

This forlorn chamber is guarded by four **wraiths**. They hover in the corners of the chamber, sticking to shadows before attacking. They attack if bright illumination is brought into the chamber, or the trunk is disturbed. If turned, they flee up the shaft to area 3-10. If the wraiths were encountered in area 3-10 and defeated, they don't manifest here.

Wraith (4): Init +3; Atk draining touch +8 melee (2d3 points from a single physical attribute, player's discretion); AC 13; HD 5d12; 45 each; MV fly 50′; Act 2d20; SP un-dead traits, draining touch, horrid appearance, immune to weapons of enchantment of +2 or less; SV Fort +4, Ref +6, Will +8; AL C; Crit U/d10.

Horrid appearance: Simply glimpsing the wraith causes 1d4 damage and potential fear (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a -2d attack penalty.

Un-dead traits: Wraiths are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 4-26 — Icebox: *As soon as you break the seal of this door, a wisp of cold air buffets your face and rolls over your ankles. The room is empty but covered with a thin layer of frost on the floor, walls and ceiling.*

The metal door to this empty chamber is cold to the touch. The door easily swings open. A stairway along the east wall leads up to area 3-11.

The room is unnaturally cold due to an ancient enchantment. Any living creature that spends more than 2 rounds in this chamber must make a successful DC 12 Fortitude save or be slowed to half their normal speed and they can take their normal actions only once every other round (with the first "skip" being their next activation). They automatically drop to the bottom of the initiative count (in the same relative order of initiative). The effect lasts while in this chamber and another turn following the creature moving to a warm location.

Area 4-27 — Corridor: This corridor originates to the east of area 4-5. It connects area 4-7 and wraps around to area 4-18A (via the secret passage through areas 4-28 and 4-29). The corridor is patrolled by three minotaurs, more of Haffrung's guardian beasts. These beasts lair in area 4-23. When a living creature enters one of these locations on the map, there is a 10% cumulative chance per round of encountering one of the minotaurs. Continue with the following read aloud text:

Around the passage comes a muscular bull-like humanoid that towers over a human. It brandishes a wicked battleaxe. It inhales a deep breath and snorts a challenge before lowering its horned head and charging!

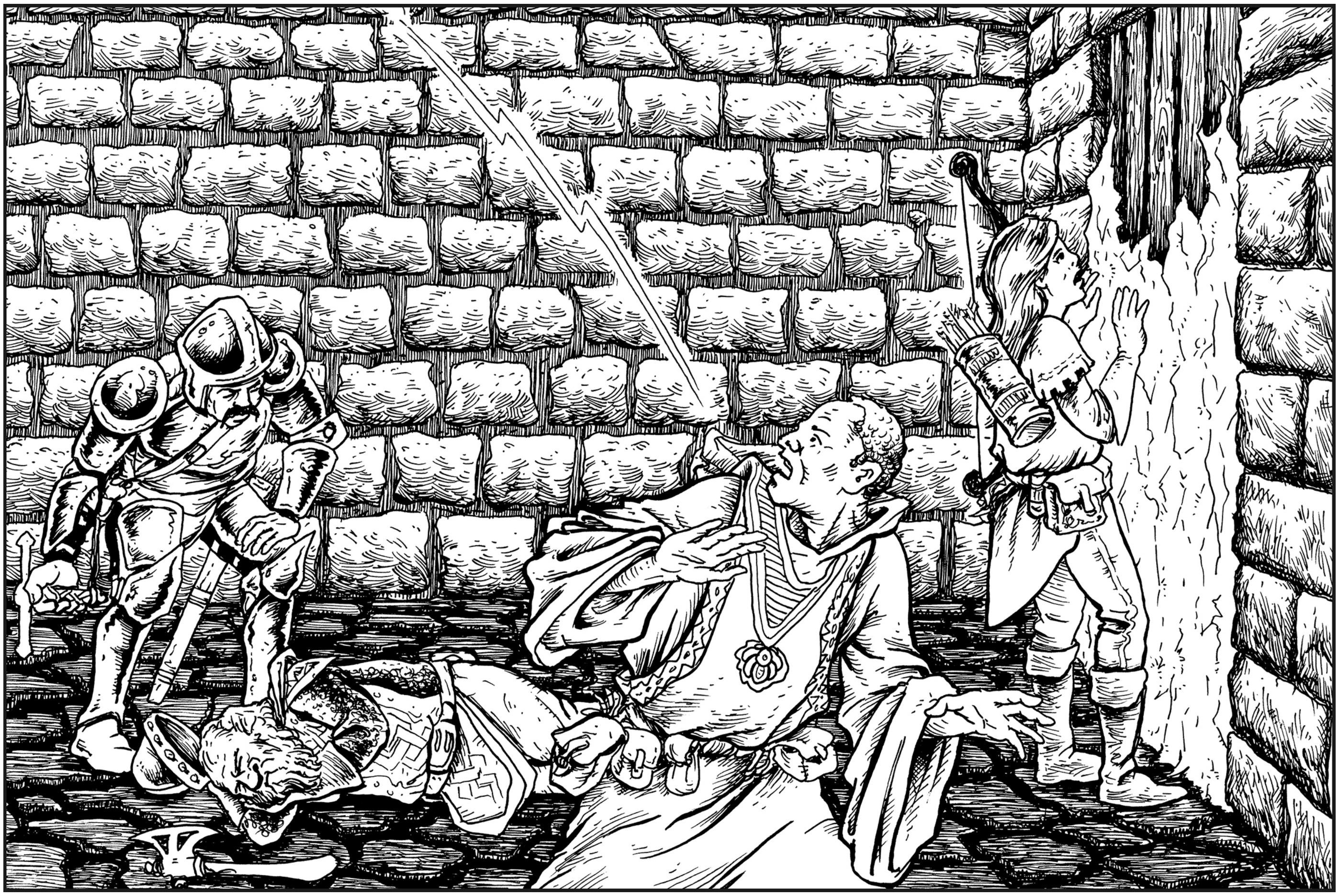
The minotaur starts with a charge, and then follows up with its battleaxe. It bellows while attacking between gore and greataxe attacks, serving to alert the other minotaurs, each of which arrives in another 1d3+1 rounds. The minotaurs fight to the death.

Minotaur (3): Init +8; Atk gore +8 melee (1d8+4) or battleaxe +8 melee (1d10+4); AC 15; HD 6d8+6; hp 35 each; MV 30′; Act 2d20; SP bull charge, never surprised, resistant to mental spells (*charm, scare,* etc.; +6 to Will saves); SV Fort +6, Ref +8, Will +2/+8; AL C; Crit IV/d12 (*bull charge* M/d14).

Bull charge: A minotaur initiates combat with a powerful bull rush ending in its gore. This counts as a special charge: in addition to a +2 attack bonus and a -2 AC penalty, the minotaur gets an extra 1d8 damage (for total of 2d8+4), and the target must make an opposed Strength check (treat the minotaur as Str 24 (+6)) or be hurled back 20′.

Area 4-28 — The Lair of Shadrock the Enchanter: *This cavern appears to be a makeshift laboratory. Pushed against the rough east wall is a battered wooden table, covered with open books, lab glassware and a myriad of papers. Even more papers are strewn about the floor, a few of them crumbled into balls. A slightly built bald human hunches over the table, engrossed in his task. A straw pallet is tucked along the northern wall.*

This chamber (and area 4-29) is hidden behind several secret doors. These doors are concealed in natural rock



surfaces and thus are difficult to notice. It requires a successful DC 17 Intelligence check to locate each of these four doors. Once found, they are easy to open, requiring a simple push.

This is the laboratory and lair of **Shadrock** (see Appendix C), an evil wizard. The table contains most of a set of alchemical tools, well used and missing quite a few important components. The discarded papers all contain nonsensical musings, mathematical formulae, and sometimes lucid theories and observations. There are six books, which include various logbooks, journals and diaries.

He is not expecting a confrontation in his hidden lair, so he has not cast any spells in advance. In combat, he prefers to cast *monster summoning* (see Appendix C), calling troglodytes to fight for him. Then he hangs back and casts *haste* (on the troglodytes) and *slow* (on the characters). Then he settles for *spider web* to entangle enemies. Following the first real blow landed on him, Shadrock must make an immediate morale check or surrender like a sniveling fool.

While the characters are here, there is a 30% chance that a **carnivorous ape-man** (from area 4-29, see Appendix B) comes wandering in, to nose about the room.

Shadrock the Enchanter: Init +1; Atk quarterstaff +2 melee (1d4) or dagger +4 melee (1d4) or +4 missile fire (1d4); AC 12; HD 5d4+4; hp 20; MV 30′; Act 1d20+1d14; Languages: Common, Dragon; SP spellcasting (+7 spell check): Spells (1st) *cantrip, chill touch, detect magic, force manipulation;* (2nd) *invisible companion, levitate, monster summoning, spider web;* (3rd) *haste, slow*; SV Fort +1, Ref +2, Will +3; AL C; Crit I/d10.

Troglodyte: Init +2; Atk bite +2 melee (1d6) or spear +5 melee (1d8+4); AC 15 (chainmail); HD 1d8+4; hp 8 each; MV 30′, climb 10′; Act 2d20; SP infravision 100′; SV Fort +2, Ref +2, Will +3; AL L; Crit III/d6.

Carnivorous ape-man: Init +1; Atk bite +5 melee (1d10+3) or slam +5 melee (1d4+3) or thrown stone +3 missile fire (1d4+3, range 30); AC 13; HD 4d8+4; hp 25; MV 20′, climb 20′; Act 3d20; SP none; SV Fort +5, Ref +3, Will +4; AL N; Crit M/d10.

Area 4-29 — Simian Wrestling Contest: Before the characters arrive in this chamber, they can hear the hooting and hollering of the inhabitants.

The natural passage twists and turns, ending at a roughly circular chamber with a 20′ high ceiling. Numerous ape-like creatures are roughhousing in the center of the room. They appear oblivious to your presence.

The ruckus and noise come from 10 **carnivorous ape-men** (see Appendix B) having a wrestling contest. They appear to be typical apes, but with longer talons and fangs. And they crave flesh. In a round or two, they notice the characters. The large dominant male pounds on his chest and struts forward to intimidate the characters, before attacking. The others hang back and throw some of the numerous rocks present in the chamber.

The carnivorous ape-men have two playthings: a spear with a bronze head studded with aquamarines (worth 180 gp), and a *+1 short sword.* A ladder leads up to area 3-8.

Carnivorous ape-man (10): Init +1; Atk bite +5 melee (1d10+3) or slam +5 melee (1d4+3) or thrown stone +3 missile fire (1d4+3, range 30); AC 13; HD 4d8+4; hp 25 each; MV 20′, climb 20′; Act 3d20; SP none; SV Fort +5, Ref +3, Will +4; AL N; Crit M/d10.

Area 4-30 — Room of Continuous Magic: *This appears to be a plain hallway, 30′ wide and 70′ long. A similar door is centered on the opposite wall.*

This chamber is charged with wild magic. Three rounds after a living creature enters through one of the doors, the doors slam shut and are enchanted with *ward portal*. These doors have no locks, so they need to be forced open with a successful DC 20 Strength check or the spell negated with *dispel magic* or *knock*.

After the doors slam and lock, glowing phlogistonic energies begin to swirl in the air and this room is subject to random spells. It casts (1d20+spell level spell check) 1d6 random 1st-level spells, then 1d6 random 2nd-level spells and so on, up to 4th-level spells. Consult the tables below to randomly determine the spell cast.

ROUND 1

d10 Roll	1st-Level Spell
1	*charm person*
2	*choking cloud*
3	*color spray*
4	*enlarge*
5	*flaming hands*
6	*force manipulation*
7	*magic missile*
8	*reduce*
9	*sleep*
10	*spider climb*

ROUND 2

d8 Roll	2nd-Level Spell
1	*forget*
2	*invisibility*
3	*mirror image*
4	*ray of enfeeblement*
5	*scare*
6	*scorching ray*
7	*spider web*
8	2 random 1st-level spells

ROUND 3

d12 Roll	3rd-Level Spell
1	*demon summoning*
2	*dispel magic*
3	*eldritch hound*
4	*Emerikol's entropic maelstrom*
5	*fireball*
6	*fly*
7	*lightning bolt*
8	*paralysis*
9	*slow*
10	*turn to stone*
11	2 random 2nd-level spells
12	3 random 1st-level spells

ROUND 4

d6 Roll	4th-Level Spell
1	*control fire*
2	*control ice*
3	*polymorph*
4	2 random 3rd-level spells
5	3 random 2nd-level spells
6	4 random 1st-level spells

CHAPTER SEVEN

THE WHITE TOWER OF MITRA

The White Tower is very dusty and gloomy. It is a forlorn shell of its former glory as a bastion of Good. The judge should play up the "spooky" nature of these halls and chambers, adding harmless effects from time to time to keep the characters on edge. Here is a sample of effects:

- The characters hear a mysterious sound nearby. Perhaps a brief shrill scream, the howling of an ethereal wind, an audible creaking, a distant moan that can't be quite discerned, or mail-clad footsteps marching by.
- A non-magical light source is snuffed out.
- A door suddenly slams shut on its own.
- A host of harmless apparitions depicting armored fighters march through the room, appearing from one wall and disappearing into an opposite wall.
- Have a random character attempt a Will save. Regardless of the result, have the character get the feeling he is being watched.
- The characters notice an unusual scent, such as honey, flowers, or the briny sea.
- The characters are buffeted by a chilly or warm breeze of unknown origin.

There are six levels to the White Tower of Mitra, labeled A through F. These prefixes are used to number the encounter locations, such as A-1 or D-9. For example, A-1 would be located on the first level, while D-9 would be on the fourth level. There are a few entrances to the White Tower. These include:

- Convincing Holomir Goldheart (area 1-1) that they oppose Set and need access to the White Tower.
- The teleporter in area 1-41 deposits characters in area C-7.
- Area F-20 provides access to the White Tower.

BLASTED AND CHARRED

The entire level E, with the exception of area E-17 (areas E-14 to E16 and E-18 and E-19) has blasted walls, ceilings and floors. All surfaces are marred, covered with soot and grime, and etched from eldritch energy. It appears as though a terrible battle took place here with many castings of *fireball* and *lightning bolt*.

GENERAL FEATURES

Corridors are 10′ high, unless otherwise noted. Individual room ceilings vary by description. The walls of the tower are all finished white marble. These finished stone walls are difficult to scale, requiring a successful DC 15 Climb Sheer Surfaces check.

A standard door in the White Tower is composed of stone and opens out or in as displayed on the map. A stone door has an AC 17 and 30 hit points. Unless noted in the individual room description, a locked stone door requires a successful DC 16 Pick Lock check to unlock, or a successful DC 18 Strength check to break down.

PROVISIONS

Assume that whenever an NPC is found in its keyed location (typically its residence), that 1d4 weeks of edible provisions, along with 1d10 gallons of wine or water are present per person, despite the encounter description. Obviously, this does not apply to prisoners.

SECRET DOORS

Secret doors require an Intelligence check to discover (with elves receiving a +4 bonus on the check). Additionally, thieves may search for secret doors using their Find Trap skill with the required Intelligence DC being reduced by 4. Elves passing within 10′ of a secret door are automatically allowed a check for noticing the secret door. It is possible that a party who is carefully mapping may discover evidence of a secret door. If so, allow a +1d bonus to checks while searching for that specific secret door.

WANDERING MONSTERS.

The White Tower of Mitra is a somewhat closed environment, but residents of the tower move about and occasionally others from the Dungeon find their way here. Therefore, since many of the encounters below can be found at keyed locations in the tower (and one from Dungeon Level 4), it follows that if they are killed, then they cannot be encountered again, nor can they be found in their lairs. The judge is directed to the appropriate keyed location for more details on these NPCs. Of course, the reverse is true of NPCs who are defeated in their keyed locations. They should be removed from these wandering encounter tables.

For every 1 turn spent moving around the White Tower of Mitra, there is a 1-in-6 chance of a wandering encounter. This chance doubles to 2-in-6 should the characters enter an empty chamber. Roll a 1d4 and consult the table below to determine the nature of the encounter.

WHITE TOWER OF MITRA

d4 Roll	Encounter
1	Gnome Warriors
2	Clay Golem
3	Lammasu
4	Trolls

WHITE TOWER OF MITRA WANDERING MONSTER DESCRIPTIONS

CLAY GOLEM: This is not the same golem that guards room B-3, but a wandering sentinel. The **clay golem** moves quickly to attack. It stands down and moves on its patrol if the characters openly display a holy symbol of Mitra.

Golem, clay: Init +1; Atk fist +6 melee attack (1d8+3); AC 17; HD 9d10; hp 65; MV 20′; Act 2d20; SP golem traits, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled), infravision 60′, alacrity (2/day); SV Fort +4, Ref +0, Will +0; AL N; Crit M/d12.

Alacrity (2/day): As an action, the golem accelerates, doublings its actions and granting it a +2 to AC for the following round.

Elemental healing (electricity): A clay golem is healed by exposure to electricity damage. When damage is inflicted by electricity, the clay golem is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep*.

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

GNOME WARRIORS: A band of 3d10 **gnome warriors** (see Appendix B) patrol the tower corridors. There is a 20% chance that they are accompanied by either the wandering clay golem, or a lammasu. The front ranks swarm enemies in melee, while about half hang back in reserve and pepper foes with arrows.

Gnome warrior (3d10): Init +1; Atk short sword +3 melee (1d6+1) or shortbow +2 missile fire (1d6); AC 16 (scale mail & shield); HD 2d6; hp 9 each; MV 20′; Act 1d20; SP spellcasting (+2 spell check): Spells (1st) *cantrip*; SV Fort +1, Ref +1, Will +1; AL C; Crit II/d6.

LAMMASU: 1d3 **lammasu** (see Appendix B) are wandering the halls of the tower. These celestial creatures lair in area C-6.

Lammasu (1d3) (type III angel, independent): Init +4; Atk claw +10 melee (2d8+4); AC 20; HD 12d12; hp 90; MV 40′, fly 40′; Act 2d20; Languages: all; SP angel traits, cleric abilities ((+12 spell check): *lay on hands*, *turn unholy*), *divine aid* (ritual, +24 spell check, requires 2 other lammasu participants minimum), magic resistance (all spells cast against a lammasu are subject to 50% chance of failure before saves are rolled), spellcasting (+12 spell check): Spells (1st) *blessing, detect evil, dispel darkness* (see Appendix D), *holy sanctuary, protection from evil;* (2nd) *banish, restore vitality;* SV Fort +12, Ref +10, Will +12; AL L; Crit 18-20 DN/d12.

Angel traits: Communication by speech or telepathy, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, half damage from fire, acid, cold, electricity, and gas, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, infravision 120′, spellcasting (+12 spell check): Spells (1st) *cantrip*.

TROLLS: This is a band of four marauding **trolls** from Dungeon Level 4 (areas 4-15 through 4-17.) that managed to gain access to the White Tower. If defeated on Dungeon Level 4, reroll again on this table.

Troll (4): Init +6; Atk bite +10 melee (2d8+6) or claw +8 melee (2d6); AC 19; HD 8d8+6; hp 54 each; MV 40′; Act 3d20; SP stench, regeneration (1d8 points of damage at the end of each round, including the round it is killed), immune to critical hits, poison, and disease, immune to mind-affecting spells, vulnerable to fire (fire damage does not regenerate); SV Fort +10, Ref +5, Will +8 (see Troll, p. 429, DCC RPG); AL C; Crit M/d14.

Regeneration: A troll heals at a prodigious rate, regenerating 1d8 hit points at the end of each round, including the round it is killed. It can only be truly put down by taking its hit points negative such that its final regenerative burst does not raise its total above 0. A troll's severed head or limbs will even crawl back and re-attach. The troll's only vulnerability is to fire, from which it does not regenerate.

Stench: A troll stinks so badly that creatures within 20′ must make a DC 12 Fort save each round or succumb to a fit of retching (-2 to all rolls while retching).

Vulnerable: A troll does not regenerate damage from fire.

KEY TO THE WHITE TOWER OF MITRA

KEY TO LEVEL A (MAP 5)

Area A-1 — Gnome Lair: *This semi-circular room appears to be a barracks. Lined along the walls are 10 cots, complete with blankets and pillows. An iron bound wooden war chest is positioned at the foot of each cot.*

The cots and linens are all mundane. The war chests are all unlocked, and contain extra clothes, personal effects, but no valuables. A few extra suits of gnome-sized scale mail armor rest on racks, along with several shields hanging on the walls. An open crate holds 120 arrows in bundles of 10.

This room houses 10 **gnome warriors** (see Appendix B). At any given time, 2d4 are present, eating, sleeping or tending to martial equipment. These gnomes willingly serve the god Mitra. They wear white tabards displaying the god's holy symbol over their scale mail. Each gnome has 5 gp on their person.

If combat breaks out here, the gnomes in area A-2 respond in 2 rounds.

Gnome warrior (2d4): Init +1; Atk short sword +3 melee (1d6+1) or shortbow +2 missile fire (1d6); AC 16 (scale mail & shield); HD 2d6; hp 9 each; MV 20′; Act 1d20; SP spellcasting (+2 spell check): Spells (1st) *cantrip*; SV Fort +1, Ref +1, Will +1; AL C; Crit II/d6.

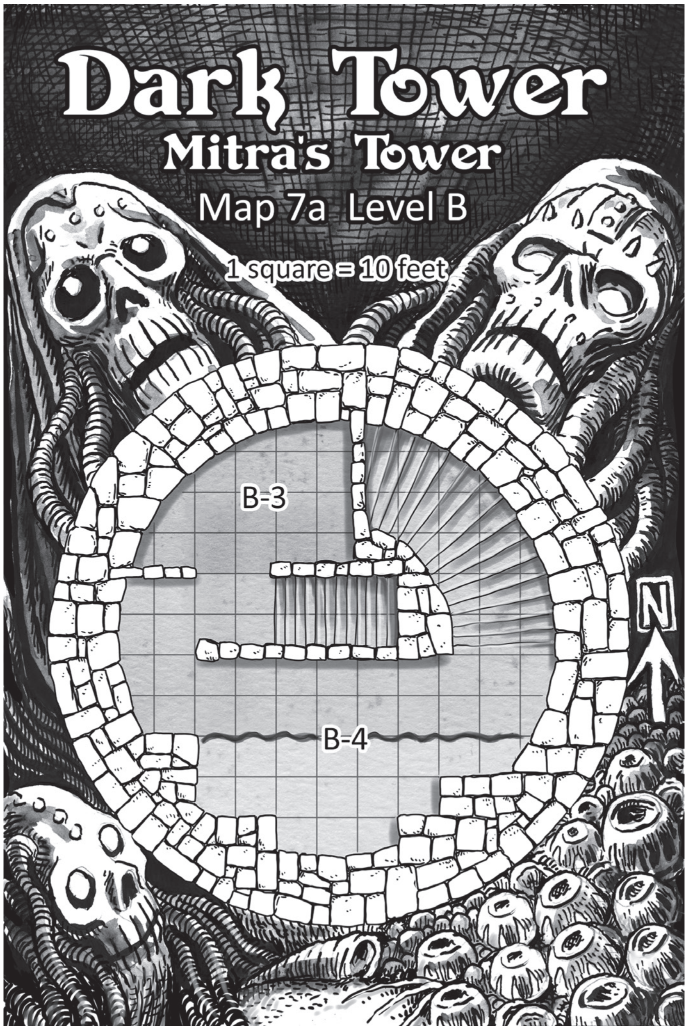
Area A-2 — Gnome Lair II: *This semi-circular room appears to be a barracks. Lined along the walls are 10 cots, complete with blankets and pillows. An iron bound wooden war chest is positioned at the foot of each cot. A low wooden table and four chairs with stubby legs occupy the center of the room.*

The cots and linens are all mundane. The war chests are all unlocked, and contain extra clothes, personal effects, but no valuables. A few extra suits of gnome-sized scale mail armor rest on racks, along with several shields hanging on the walls. The table and chairs have been modified for the comfort of gnomes.

This is a second barracks room housing another 10 **gnome warriors** (see Appendix B). At any given time, 2d4 are present, eating, sleeping or tending to martial equipment. These gnomes willingly serve the god Mitra. They wear white tabards displaying the god's holy symbol over their scale mail. Each gnome has 5 gp on their person.

If combat breaks out here, the gnomes in area A-1 respond in 2 rounds.

Gnome warrior (2d4): Init +1; Atk short sword +3 melee (1d6+1) or shortbow +2 missile fire (1d6); AC 16 (scale mail & shield); HD 2d6; hp 9 each; MV 20′; Act 1d20; SP spellcasting (+2 spell check): Spells (1st) *cantrip*; SV Fort +1, Ref +1, Will +1; AL C; Crit II/d6.

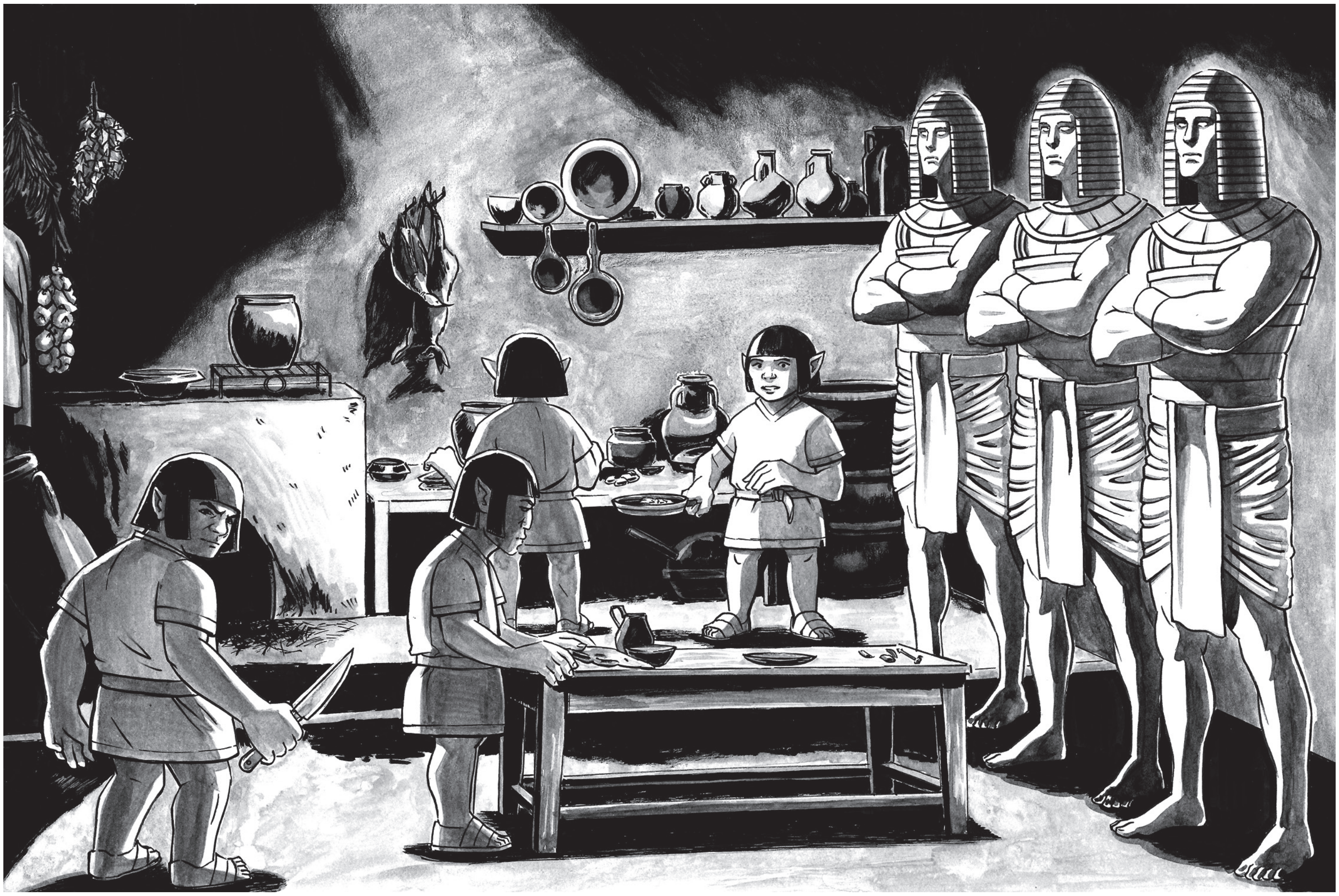


KEY TO LEVEL B (MAP 7a)

Area B-3 — A Guardian of Clay: The stairs from level A end at an antechamber. An archway to the north leads to area B-3, while an archway to the south wraps around to area B-4.

An odor of hot, nourishing food pervades the air. The northern wall is pure white marble and curved. The floor is alternating white and green marble tiles. Several glowing glass globes are mounted on the ceiling. The walls are covered with chalk markings and doodles. In the center of the room is a clay statue, perhaps 12′ tall. Its forearms and fists are oversized, and a roaring lion's head is engraved onto its chest.

The ceiling is 20′ high. There are six glass globes affixed to the ceiling enchanted with *cantrip* spells that provide bright illumination to this entire chamber. A mess of various holy symbols are scratched on the walls or scrawled in colored chalk, all belonging to good-aligned deities. These can be



deciphered by a cleric with a successful DC 10 trained Intelligence check.

This room is guarded by a **clay golem** (see Appendix B). It attacks all who don't display Mitra's symbol (which is why the gnomes nearby all wear tabards that depict this symbol). Before its assault, it uses its alacrity ability, then it wades into melee. It fights until destroyed and pursues creatures that flee this room.

Golem, clay: Init +1; Atk fist +6 melee attack (1d8+3); AC 17; HD 9d10; hp 65; MV 20′; Act 2d20; SP golem traits, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled), infravision 60′, alacrity (2/day); SV Fort +4, Ref +0, Will +0; AL N; Crit M/d12.

Alacrity (2/day): As an action, the golem accelerates, doublings its actions and granting it a +2 to AC for the following round.

Elemental healing (electricity): A clay golem is healed by exposure to electricity damage. When damage is inflicted by electricity, the clay golem is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

Area B-4 — Mess Hall: *An odor of hot food and freshly baked bread pervades the room. Along the north wall, the hallway here is filled with an eclectic collection of ornate, common and even crudely constructed tables and chairs. To the south is a purple drape, concealing the rest of the chamber. Straight ahead is a wide stone spiral stair that descends.*

This is indeed a mess hall, but this part of the room is currently unoccupied. If the drapes are drawn, continue:

Behind the drapes is a cramped kitchen area containing a hearth along the southern wall. Several large kettles filled with simmering stew are in the fire and piles of freshly baked bread are presented on a table. Several gnomes scurry about, busily preparing a meal. Along the walls are three bronze statues, each in the likeness of a 7′ tall warrior in Egyptian garb. The statues are slightly green with age and verdigris.

Clattering about the kitchen are four gnomes in light tunics, the cooks for the dungeon residents. These cooks are **gnome warriors** but are unarmored and carry only kitchen utensils.

If the gnomes are threatened, the statues move to intervene as **bronze living statues** (see Appendix B). Emboldened by the support, the gnomes attack with whatever knives or cleavers are within reach. In a pinch, a gnome could also wield a heated cast iron pan as an improvised weapon (+1 to hit, 1d6+2 damage plus 1 fire damage).

If the **clay golem** from area B-3 is still functioning, it joins any battle in this room in 1d4 rounds.

Stuck up on a high shelf behind some jarred spices and herbs is a dusty cookbook with many ancient recipes that were presumed lost by the church of Mitra. It can be located with a successful DC 13 Intelligence check. The book is worth 1,000 gp to the faithful of Mitra, but only one quarter that amount to another buyer of ancient texts. The last three pages of the book each contain a scroll of *food of the gods*.

Gnome warrior (4): Init +1; Atk knife +3 melee (1d4+1) or cleaver +2 missile fire (1d3); AC 10; HD 2d6; hp 9 each; MV 20′; Act 1d20; SP spellcasting (+2 spell check): Spells (1st) *cantrip*; SV Fort +1, Ref +1, Will +1; AL C; Crit II/d6.

Living statue (bronze) (3): Init +6 (surprise); Atk slam +3 melee (1d8+2); AC 17; HD 3d8+4; hp 20 each; MV 30′; Act 1d20; SP surprise; SV Fort +4, Ref -2, Will -2; AL N; Crit M/d8.

Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

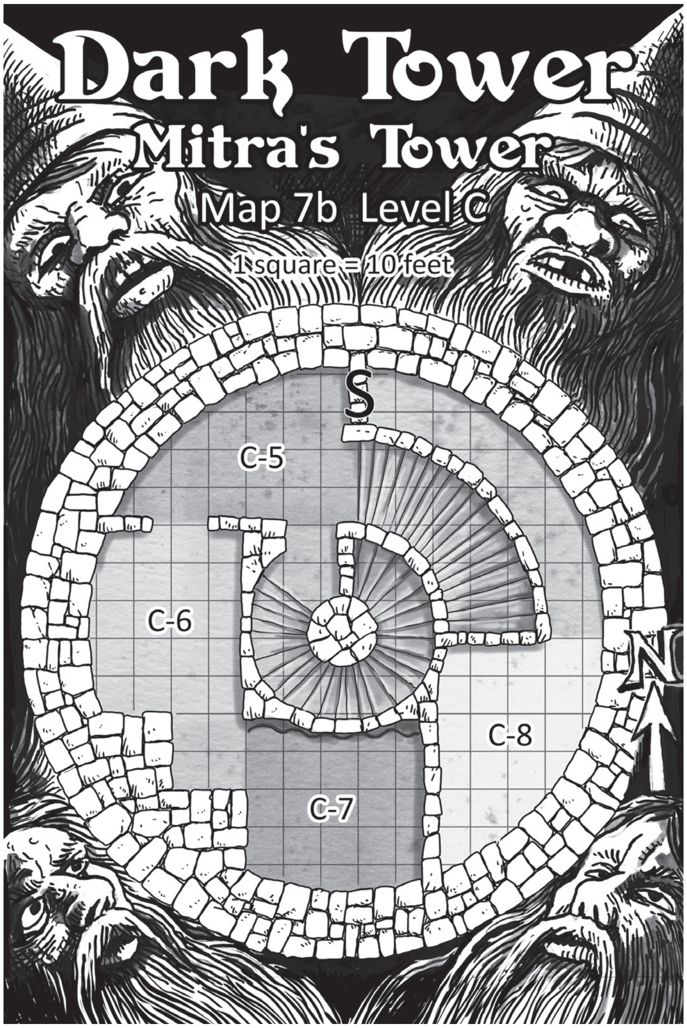
KEY TO LEVEL C (MAP 7b)

Area C-5 — Gnome Guard Post: *At the foot of the steps, you are greeted by a few gnome warriors wearing scale mail and carrying shields. They draw swords and prepare to defend the landing!*

This is a guard post occupied by1d3 **gnome warriors** (see Appendix B) at all times. If combat appears likely, one of these guards cast *cantrip*, creating the sound of many booted feet approaching from the spiral stairs.

Along the short east wall are a pair of secret double doors. It requires a successful DC 15 Intelligence check to find both doors. They are easily opened with a simple push and lead to Area C-8.

Gnome warrior (1d3): Init +1; Atk short sword +3 melee (1d6+1) or shortbow +2 missile fire (1d6); AC 16 (scale mail & shield); HD 2d6; hp 9 each; MV 20′; Act 1d20; SP spellcasting (+2 spell check): Spells (1st) *cantrip*; SV Fort +1, Ref +1, Will +1; AL C; Crit II/d6.



Area C-6 — Chapel Vestal: *Through the archway is an antechamber with pure white fitted marble tiles. Three proud creatures sit at attention in this chamber, awaiting your arrival. Each appears as a powerful lion, but with white feathery wings and a human head, annulated by a shaggy mane of hair.*

This antechamber is guarded by three **lammasu** (see Appendix B). Rosunn, Eaomir and Dohevin are staunch allies of Mitra and are willing to parley with characters as long as they are not aggressive or evil. Rosunn leads the conversation, as Dohevin casts *detect evil* during the exchange, supported by Eaomir. If convinced of their good intentions, they let the characters pass, possibly even casting beneficial spells on them assuming the characters can demonstrate a need.

Lammasu (3) (type III angel, independent): Init +4; Atk claw +10 melee (2d8+4); AC 20; HD 12d12; hp 90; MV 40′, fly 40′; Act 2d20; Languages: all; SP angel traits, cleric abilities ((+12 spell check): *lay on hands*, *turn unholy*), *divine aid* (ritual, +24 spell check, requires 2 other lammasu participants minimum), magic resistance (all spells cast against a lammasu are subject to 50% chance of failure before saves are rolled), spellcasting (+12 spell check): Spells (1st) *blessing, detect evil, dispel darkness* (see Appendix D)*, holy sanctuary, protection from evil;* (2nd) *banish, restore vitality;* SV Fort +12, Ref +10, Will +12; AL L; Crit 18-20 DN/d12.

Angel traits: Communication by speech or telepathy, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, half damage from fire, acid, cold, electricity, and gas, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, infravision 120′, spellcasting (+12 spell check): Spells (1st) *cantrip*.

Area C-7 — A Small Chapel to Mitra: *This chamber appears to be a chapel. The north end of the room is covered with heavy red drapes from the ceiling to the floor. The south wall is a swirling misty area, obscuring what lies beyond.*

The misty niche receives living creatures teleported from area 1-41. It's normally only a one-way route, but there are two methods to send a living creature from this room back to Area 1-41:

- If a clerical faithful to Mitra casts a *blessing* spell while in the mists, or
- A good-aligned character holding one of the three *Mitraic relics* (see Appendix D)

However, if any evil-aligned creature not escorted or within 5′ of a good-aligned creature approaches within 10′ of the mist, a *whirling doom* spell activates in a 5′ x 20′ area along the south wall, inflicting 10d8 damage to all attempting to pass through, and lasting for 1 turn. If the barrier is created in an area already occupied by living creatures, they receive a DC 24 Reflex save to leap out of the area of effect before the blades commence slashing. A successful save indicates half damage is suffered but since the mist obscures vision, this saving throw is made with a -1d penalty.

Entrance into the tower through this portal is guarded by the same curse that guards the front entrance (area 1-1), activated by passing into area C-6. Any sentient creature that passes through feels as if some divine force has touched them gently on the chest. A *magic mouth* appears on the archway and booms:

"Ware Ye Pilgrim! Ye Have Been Touched by The Hand of Mitra. Cause No Evil in this, His Shrine, Else Ye Shall Die Most Horribly."

If any act of evil is perpetrated in the tower, the evildoer is struck down with divine pox (see Appendix D).

Behind the heavy red curtains, in the center of the wall, is a perfectly circular hole, 6′ in diameter. It appears to extend for 10′ before ending, but in reality, it's an extra-dimensional portal, and thus does not appear on the map or lead to the stairway behind the true wall. This hole is an open *portable hole* (see Appendix D), although that might not be obvious. It requires a spellcaster to succeed with a DC 15 trained skill check to discover the nature of the hole.

Inside is a locked chest containing 300 gp. The lock can be opened with a successful DC 17 Pick Lock check. Also in the hole are the following valuables:

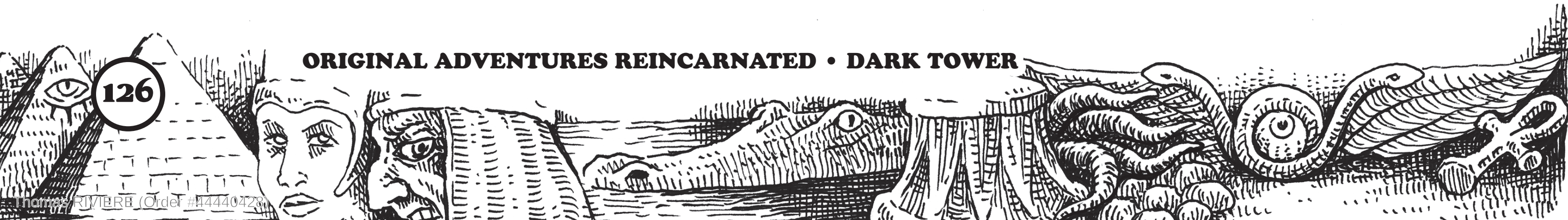
- a small sack with a collection of gems (three amber pieces, four coral fragments, five crimson garnets, and three olive spinels) each worth 10 gp
- a bracelet of unknown alloy (worth 35 gp)
- a Mitraic lion figure of porphyric stone, iron and an unknown alloy (worth 150 gp)
- a bracelet of solid amber studded with a single aquamarine (worth 140 gp)
- a bone scroll case containing a scroll of *banish*
- Two spell scrolls folded up in a leather envelope. One is inscribed with *animate dead* and the other *animal summoning*.

***Portable hole*:** This ink-dark slime is found in wide-mouthed crystal jars, alchemically treated to contain the transdimensional enchantment. The viscous material may be poured out or spread to cover a surface (such a wall or tabletop) and, after being allowed 2 rounds to stabilize, opens a portal into a pocket dimension unique to each *portable hole*. There is enough liquid to cover a 10′ x 10′ area, although smaller amounts may be used to create a smaller opening into the space beyond. Recollecting the slime destabilizes the opening into the space beyond and, if disturbed, it will require another 2 rounds to stabilize.

The space within is a perfect 10′ cube, filled with air and a constant temperature of 50° F. There is enough air within a *portable hole* to provide 50 hours of air for a single individual. The boundaries of the space are utterly black, absorbing all light. Even when light is brought inside the *portable hole*, the area remains dim.

No matter the hole's exterior orientation, a person entering a *portable hole* to store or recover something always enters with the same orientation within the pocket dimension. Thus, someone leaping through a *portable hole* results in them diving across the floor beyond.

Due to its nature, the magics of a portable hole are delicately balanced. The casting of other transdimensional magics (*planar step,* summoning spells, or similar) or the placing of another transdimensional object within immediately causes a phlogiston disturbance and all contents of the *portable hole* (whether animate or inanimate) are scattered through the endless void.



Area C-8 — Library: *A curved corridor leads to a comfortable library. The room is bathed in soft cool blue light and the air is dry. Plush carpet covers the floor, and all three walls are covered with oak bookcases from the floor to the ceiling. The bookcases are packed with a wide variety of books, tomes and librams. The room is illuminated by two glowing blue orbs of light hanging near the ceiling.*

This location is hidden behind the secret double doors in area C-5.

The bookcases contain nearly 500 volumes, on topics such as biology, ecology and the supernatural. There is a 60% chance that answers to secret lore regarding these topics can be gleaned following 1d4 weeks of research. But since the books are written in a wide variety of the known languages, liberal use of *comprehend languages* spells is absolutely necessary to uncover these secrets.

All of the contents of the library are protected by an enchantment which immediately extinguishes all forms of fire.

KEY TO LEVEL A (MAP 6)

Area D-9 — A Stuffed Wooly Mammoth: *At the base of the stairs is an archway. Peering through you are greeted by the bulk of a shaggy fur-covered elephant with two massive, curved tusks!*

At a quick glance this creature appears to be a startlingly real wooly mammoth. The judge should play this up, going so far as calling for an initiative roll. However, a successful DC 10 Intelligence check reveals it's a stuffed creature. The beast is 11′ tall at the shoulder and is mounted on a 1′ high pedestal. The ceiling here is 15′ high.

Each tusk is worth 150 gp, but each also requires a successful DC 12 Strength check to remove.

Area D-10 — Holy Hall of Clairvoyance: *This room is completely dark.*

If the characters bring a light source here, they can see the doors leading to area D-11 and a perfect 5′ diameter sphere of mist, floating 3′ off the floor in the center of the room.

The sphere is a mist which allows the viewers to see and or hear into 1d4 rooms anywhere in the dungeon or the White Tower (but not in The Dark Tower of Set). Alternatively, it can follow one living creature (as per *wizard sense* (spell check result of 29)). The viewer merely needs to use an action to concentrate on the desired location or creature. Each effect lasts 1 turn per use. There is a 30% chance that the sphere depicts a past occurrence in any room or of any creature followed. It is currently blank and featureless when the characters first arrive here. It requires illuminating the mist with *cantrip* to activate it. This can be determined by a wizard or elf via a DC 13 trained Intelligence check. The mist may be used up to 4/day.

Area D-11 — Gnome Lair III: *This expansive semi-circular room appears to be a barracks. Lined along the eastern curved wall are 15 bunk beds. A matching pair of iron bound wooden war chests are positioned at the foot of each bunk. Several low wooden tables and a collection of chairs with stubby legs occupy the center of the room.*

The cots and linens are all mundane. The war chests are all unlocked, and contain extra clothes, personal effects, but no valuables. A few extra suits of gnome-sized scale mail armor rest on racks, along with several shields hanging on the walls. The table and chairs have been modified for the comfort of gnomes.

This is a third barracks, this one housing another 30 **gnome warriors** (see Appendix B). At any given time, 1d10+10 are present, eating, sleeping or tending to martial equipment. These gnomes willingly serve the god Mitra. They wear white tabards displaying the god's holy symbol over their scale mail. There is a 40% chance a **gnome mercenary** (see Appendix B) is also present. Each gnome warrior has 5 gp on their person. In addition, the gnome mercenary (if present) has two banded agates (each worth 10 gp).

Gnome warrior (1d10+10): Init +1; Atk short sword +3 melee (1d6+1) or shortbow +2 missile fire (1d6); AC 16 (scale mail & shield); HD 2d6; hp 9 each; MV 20′; Act 1d20; SP spellcasting (+2 spell check): Spells (1st) *cantrip*; SV Fort +1, Ref +1, Will +1; AL C; Crit II/d6.

Gnome mercenary: Init +1; Atk short sword +3 melee (1d6+1) or shortbow +2 missile fire (1d6); AC 19 (half plate); HD 2d6+6; hp 15; MV 20′; Act 1d20; SP spellcasting (+2 spell check): Spells (1st) *cantrip*; SV Fort +1, Ref +1, Will +1; AL C; Crit 19-20 II/d6.

Area D-12 — Mud Trap: *This is an empty 100′ square room. There is a door centered on the east wall.*

The floor of this room is a magical trap only detectable via *detect magic* or similar spells. The door located on the east wall of this room is false. When opened, it reveals a blank stone wall.

Two rounds after a living creature enters this room, the floor transforms to mud lasting for only 5 rounds before reverting back to stone. The magical mud is extremely deep (extra dimensional) and sucks characters downward at a rate of 1′ per round. If a character disappears under the surface of the mud, they must hold their breath or begin to suffocate (DC 20 Fort save or lose 1d4 Stamina. If they fail the Fort save, they must make another save on the next round. If that fails, they suffer additional Stamina loss and must make another save. The pattern continues until they make a save or die). A creature submerged in mud is not shunted out during transformation to stone. Instead, this victim is encased in the stone (and subject to suffocation immediately) and must be broken out.

Opening the false door changes triggers the trap again, turning the stone to mud for 5 more rounds.

Area D-13 — Randrum's Shrine: *An archway leads to this corner room. It appears to be a shrine, with white marble floor tiles. Along the curved southeast wall is a simple stone altar with a blue velvet pillow in front of it. The walls are covered with blue velvety curtains. Illumination is provided by a flickering torch mounted on the wall behind the altar. The room has a pleasant, sweet smell, like honeysuckles.*

This is a memorial chapel devoted to Randrum, who was high priest of the Tower when the catastrophe took place. The altar and pillow are all normal and nondescript. The walls are covered with curtains that conceal the door to area D-12.

The room is lit by a torch that contains a sweet incense. The scent makes characters a bit giddy and lowers Agility and Personality by 1 point each for the duration of the stay in the room plus an additional 2d6 rounds after leaving the room (DC 12 Fort save negates).

KEY TO LEVEL E (MAP 9)

Area E-14 — Blasted, Charred, and Burned: *The doors to this chamber are soot-covered and skewed on their hinges. The chamber beyond has scorched walls complete with blistered peeling and flaking paint. On the south wall is a plaque inscribed with a list of names. The plaque is flanked by a pair of torches and four gnomes clad in scale mail wearing white tabards emblazoned with a golden lion's head, standing at attention in front of the memorial.*

This room, like most of this level, has surfaces burned and blasted. The torches are enchanted with *cantrip* spells.

On the south wall of this room is a plaque, honoring those servants of good who gave their lives on this spot. **See Player Handout 14**.

Four **gnome warriors** (see Appendix B) are stationed here at all times, as an honor guard. They take their assignments very seriously. They stand at attention, unflinching, and allow characters to read the names on the plaque. But if any attempt to remove or deface the plaque meets with swift retribution as swords are drawn.

Gnome warrior (4): Init +1; Atk short sword +3 melee (1d6+1) or shortbow +2 missile fire (1d6); AC 16 (scale mail

& shield); HD 2d6; hp 9 each; MV 20′; Act 1d20; SP spellcasting (+2 spell check): Spells (1st) *cantrip*; SV Fort +1, Ref +1, Will +1; AL C; Crit II/d6.

Area E-15 — The Invisible Box: *This room is also blasted and burned. There is an archway leading to the north and double doors to the south. It appears to be empty.*

In the center of the room, anchored to the floor, is an *invisible* iron box. A successful DC 17 Strength check is required to rip the box off its anchors. The box is locked, requiring a DC 15 Pick Lock check to unlock. However, until the *invisibility* is dispelled, this check is made with a -1d penalty. Inside the invisible box is a smaller wooden case with a leather shoulder strap.

The small wooden case is slightly scorched, containing four spell scrolls with the following spells: *fire resistance, magic shield*, *protection from evil*, and *runic alphabet, mortal.*

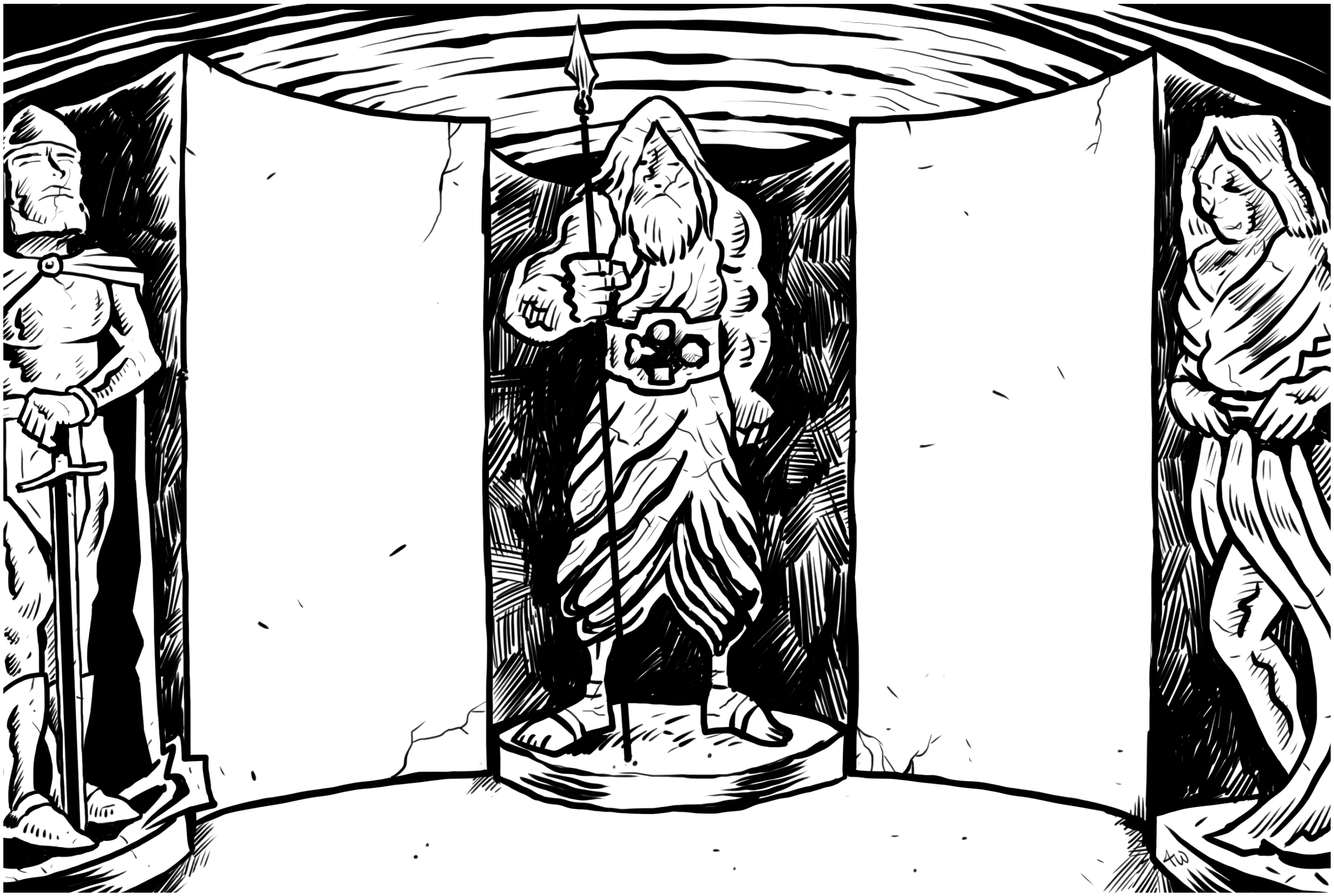
Area E-16 — A Stone Shedu: *This room is dominated by a majestic stone statue of an odd hybrid creature, rearing on its hindquarters. The statue has the hooved legs and main body of a horse, but with a pair of outstretched feathery wings. The wing tips almost touch the smooth ceiling 20′ overhead. The statue's head is fashioned after a stoic male dwarf complete with an impressive beard.*

The stone statue depicts a shedu, a celestial creature dedicated to upholding the tenets of Law. The craftsmanship of the statue is masterful.

The east wall is illusory, concealing the route to area E-17. A successful DC 15 Intelligence check or a DC 15 Will save to see through reveals the wall is illusory if examined without interacting with. If interacted with (an object passing through the wall), the illusory nature of the wall is automatically detected.

If an act of evil (judge's discretion) is perpetrated on this level, the statue becomes a flesh and blood **shedu** (see Appendix B) and it begins to prowl the halls of the White Tower seeking retribution on the blasphemers. If this occurs, the next indicated wandering monster is with this shedu. Although enraged, it first contacts the characters via telepathy, and seeks to encourage atonement for their actions. If combat is required, it focuses on using its innate spellcasting over engaging in melee.

Shedu (type IV angel, independent): Init +6; Atk hoof +12 melee (3d8+6); AC 21; HD 14d12; hp 105; MV 60′, fly 60′; Act 2d20; Languages: all; SP angel traits, cleric abilities (+16 spell check): *lay on hands*, *turn unholy*), magic resistance (all spells cast against a shedu are subject to 50% chance of failure before saves are rolled), spellcasting (+16 spell check):



Spells (1st) *blessing, detect evil, detect magic, dispel darkness* (see Appendix D), *protection from evil;* (2nd) *banish, binding;* (3rd) *bolt from the blue;* SV Fort +12, Ref +10, Will +12; AL L; Crit 17-20 DN/d14.

Angel traits: Communication by speech or telepathy, Immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less, immune to fire, cold, electricity, gas; half-damage from acid, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, can project astrally and ethereally, infravision 120′, spellcasting (+16 spell check): Spells (1st) *cantrip*.

Area E-17 — Red Room of Teleportation: *This bare chamber is not marred with blast and scorch marks. The walls, ceiling and floor are bare and pristine. The chamber is bathed in red illumination.*

Judge's Note: Illusory walls in areas E-16 and E-17 conceal this chamber. These are indicated by the dashed lines on the map.

This chamber is illuminated by a chunk of red crystal (worthless), affixed to the ceiling which is enchanted with *cantrip* to radiate red light. If the *cantrip* is dispelled, red writing becomes visible on the north wall, displaying a map of Level H, the Dark Tower of Set. **See Player Handout 15**. The words on the map are a clue to activate the scrying effect in area H-7. It reads in Common:

> *"Only through darkness, can you perceive."*

This room is magically linked to area F-20. Two rounds after a living creature enters this room, it is teleported to area F-20. This is a two-way effect, so if arriving from area F-20, the teleport effect is dormant for 1 turn.

Area E-18 — Burned, Blasted, and Charred Room: *The destruction in this chamber is complete. All surfaces are blasted with scorch marks and a thick coat of soot covers the ceiling. The charred remains of woody debris and piles of ash are scattered about.*

This room is empty except for ash piles and burned debris.

The west wall is illusory, concealing the route to area E-17. A successful DC 13 Intelligence check or a DC 13 Will save to see through reveals the wall is illusory if examined without interacting with. If interacted with (an object passing through the wall), the illusory nature of the wall is automatically detected.

Area E-19 — An Iron Box: *The surfaces of this chamber bear scorched blemishes and sooty blast marks. In the center of the room is a large iron box.*

The iron box is 5′ x 3′ x 2′ and lacks a locking mechanism. Inside is a stone tablet that weighs 60 pounds. Inscribed on the stone tablet in Common are the phrases used to deactivate the protective *runes* that guard the various doorways and portals in The Tower of Set (see areas G-1 and G-17). **See Player Handout 16.** Speaking the name of the appropriate rune deactivates it for 1 turn.

Those who teleport from area 1-27, step out of the east wall into this chamber. Stepping into the east wall teleports living creatures back to area 1-1. If this route is used, they step out of the east wall in that location.

KEY TO LEVEL F (MAP 10)

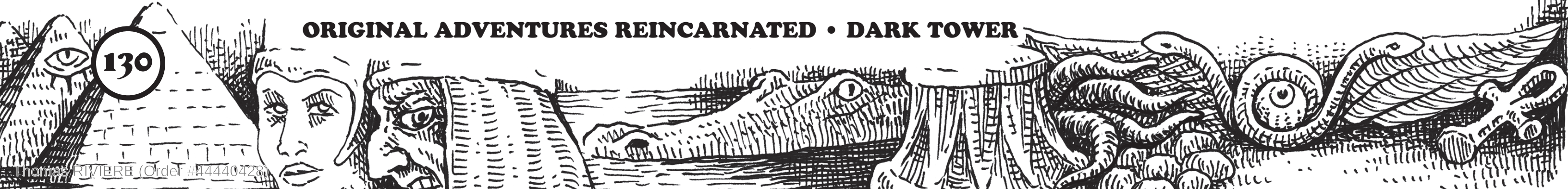
Area F-20 — The Main Hall: *The tower-shaped room is constructed of ornate, pure white marble. The curved walls are delicately worked with a host of angels, Mitraic clerics and other goodly creatures are portrayed in the decorations. Circular niches are to the north, east and south. Each niche is occupied by a 20′ tall statue. Engraved on the floor is a circle inlaid with silver. Inside the circle at each compass point is a depression of a different shape: a circle, a square, a triangle, and an octagon.*

The doors to the shrine from the 4th level are locked (requiring a DC 25 Pick Lock check to open) and bear 10 protective sigils. The sigils can be found with a successful DC 13 Find Trap check. If triggered, each releases a *paralysis* spell (spell check result of 25) able to affect three targets within 100′. Victims are paralyzed for 2d6+5 rounds (DC 25 Will save negates, creatures of 4 HD or less receive no saving throw).

This was originally the main hall of the Tower of Mitra. The chamber is immaculately clean. The west statue depicts a human knight wielding a longsword and wearing ornate plate armor. The east statue depicts a beautiful human maiden. She can be recognized as the same one who appears when the *Heart of Law* is touched (see area 1-42 for details). If a character is Lawful, and they pray at the base of this statue, there is a 20% chance of being granted the equivalent of a *blessing (self)* spell (spell check result of 20). A follower of Mitra that prays here has a 40% chance of being blessed in this fashion. This applies to any character, not just clerics. This effect can only be performed successfully once per day.

The north statue depicts a toga-clad powerful titan of a male human with wild hair but a neatly trimmed beard. The north statue is in reality a **storm giant** named Vishar, concealed with an illusion cast over him so that he appears as a statue. He is a member of a religious order of storm giants who willingly serve for a time in the holy shrines of men. Vishar is dedicated to Mitra and has been here since before the holocaust. If the doors to the shrine are entered, he waits until he can determine the nature of the intruders before he acts.

Vishar wears a belt with four gems: a circular white pearl, a radiant (square-shaped) ruby, a trillium (triangle-shaped) sapphire, and an octagon emerald. The gemstones can be removed from the leather belt with ease. If each is placed in the matching depression on the floor in the circle, it



activates a teleporter, sending all living creatures inside the circle to area E-17, the interior of the White Tower. If the characters convince Vishar they are allies of Mitra, he can "show the way".

If the characters are opposed to Mitra (or allied with Set), he attacks with his *lightning bolt*, before drawing a sword to defend the chamber and route inside the White Tower. If the characters support Mitra, he greets them with a jovial bellow. He makes sure they can see his gem-studded belt but prefers if they can deduce the gem's function to activate the teleporter. He also encourages characters to pray at the feet of the east statue.

Vishar (giant, storm) (22' tall, 10,000 lbs.): Init +3; Atk sword +26 melee (5d8+12); AC 21; HD 20d10; hp 175; MV 50'; Act 4d24; SP immune to electrical damage, able to breathe underwater, spellcasting (+12 spell check): Spells (2nd) *levitate;* (3rd) *gust of wind, lightning bolt*; SV Fort +16, Ref +8, Will +12; AL N; Crit 20-24 G/d12.

CHAPTER EIGHT

THE DARK TOWER OF SET

There are six levels to The Dark Tower of Set, labeled G through L. These prefixes are used to number the encounter locations, such as G-1 or J-13. For example, G-1 would be located on the first level, while J-13 would be on the fourth level. In reality, level L does not exist on the material plane. Instead, it exists as a self-contained demi-plane on an upper level of Hell. There is one entrance to the Dark Tower: through the black gates at area G-1

GENERAL FEATURES

The Dark Tower is constructed of dense coarse black stone, cunningly set as to require no mortar. Individual room ceiling heights vary by description and all of the walls on this level are all dense coarse black stone fitted without mortar. As such, these finished stone walls are easier to scale, requiring a successful DC 8 Climb Sheer Surfaces check.

A standard door in the Dark Tower is composed of dense black stone and opens out or in as displayed on the map. A black stone door has an AC 18 and 35 hit points. Unless noted in the individual room description, a locked stone door requires a successful DC 16 Pick Lock check to unlock, or a successful DC 18 Strength check to break down. All rooms, except where indicated, are permanently enchanted with *darkness* spells (spell check result of 27 for purposes of *dispel magic*).

STAIRWAY TO LEVEL H

The entire stairway to level H is filled with a mist that induces magical sleep, even to elves. A successful DC 13 Fort save negates this effect and grants immunity for 24 hours. Otherwise, a living creature falls asleep for 1d6 hours and victims may not be awakened until the full duration of the sleep is passed. A *remove curse* allowing for the removal of a major curse will end the sleep. Victims of this sleep effect appear to be dead unless carefully examined with a successful DC 12 Intelligence check. This same gas fills the outer hallway on level H to a depth of 2′.

STAIRWAY TO LEVEL J

The entire stairway to level J is enchanted with a powerful *phantasm* to appear the stairs go on forever. A successful DC 15 Will save is required to disbelieve and pierce this illusion.

LEVEL L

This level (consisting of areas L-20 through L-22) is not physically part of the Dark Tower. Instead, it resides on an upper layer of Hell.

PROVISIONS

Assume that whenever an NPC is found in its keyed location (typically its residence), that 1d4 weeks of edible provisions, along with 1d10 gallons of wine or water are present per person, despite the encounter description. Obviously, this does not apply to prisoners.

SECRET DOORS

Secret doors require an Intelligence check to discover (with elves receiving a +4 bonus on the check). Additionally, thieves may search for secret doors using their Find Trap skill with the required Intelligence DC being reduced by 4. Elves passing within 10′ of a secret door are automatically allowed a check for noticing the secret door. It is possible that a party who is carefully mapping may discover evidence of a secret door. If so, allow a +1d bonus to checks while searching for that specific secret door.

WANDERING MONSTERS

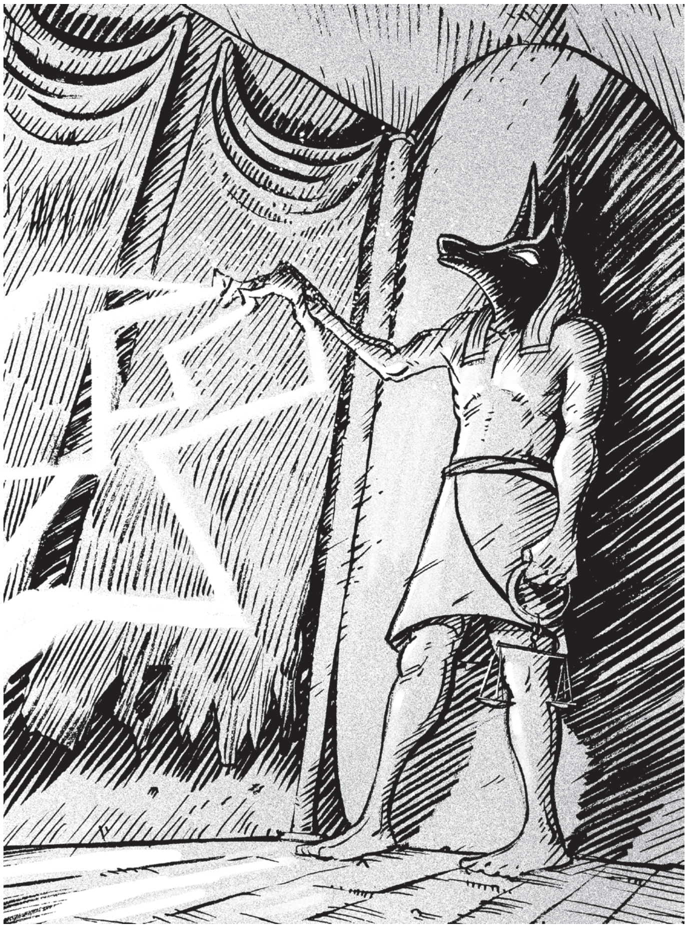
There are no wandering monsters in The Dark Tower of Set.

KEY TO THE DARK TOWER

KEY TO LEVEL G (MAP 10)

Area G-1 — The Gates of the Dark Tower: *A pair of massive, sealed iron doors block access to this black stone square tower-like edifice.*

Although unlocked, it still requires a successful DC 13 Strength check to open these massive portals. These gates are guarded by multiple explosive *runes* set by Pnessutt, an evil high priest lich. There are two *runes* on each door, which can be located with a successful DC 17 Find Trap check. If triggered, the *runes* explode for a total of 12d6 damage in a 20′ radius (DC 25 Will save for half damage),



and all flammable objects catch fire. Speaking the name of the runes (recorded on the stone tablet in area E-19) allows passage without triggering. The right-hand runes are deactivated with "*Ignas Incendaria*" and the left-hand runes are deactivated with "*Ignas Incendrium*".

When the doors are opened, continue: *This rectangular room of black coarsely cut stone is devoid of occupants or furnishings.*

This is the tower antechamber. A 20′ wide archway to the south leads to area G-2), while 10′ wide archways to the west (area G-3) and east (area G-4) lead to other rooms.

Once this room is entered, the **black statue of Set** (see Appendix B), in area G-2, begins to launch *lightning bolts* at the rate of one per round at any targets in its line of sight.

Area G-2 — Hall of the Statue: *This room is draped in nauseating green curtains from floor to ceiling. The floor is tiled with highly polished black marble. At the south end of the hall is a 13′ tall black stone statue of Set with black glass-like stone scales, standing on a short semicircular dais. Its gemstone eyes gleam pale green.*

This room contains an animated guardian that stands vigil over the entrance to the Dark Tower. The southwest and southeast corners are archways concealed by the drapes. The southeast leads to steps going up, and the southwest leads to area G-5.

The statue begins launching *lightning bolts* as soon as targets penetrate area G-1 (see above). It continues this magical assault as long as it detects a target in range. Strongly presenting the *Avvakris' ring* delays its attack for three rounds. If targets are still in sight and range once all 10 of its *lightning bolts* are expended, it steps off its perch and wades into melee with slam attacks. It pursues targets into areas G-1, G-3 and G-4 as appropriate.

The statue is carved out of solid basalt and inlaid with thousands of glittering obsidian scales. Although time consuming to remove, the statue yields 100-1,000 (roll 1d10 and then d% to determine the actual number) undamaged obsidian scales after four hours of tedious work. Each scale is worth 5 gp. The statue's eyes are a pair of 5,000 gp emeralds enchanted with a *cantrip* spell creating a sickly green radiance.

Black stone statue of Set: Init +4 (surprise); Atk slam +8 melee (2d8+3); AC 20; HD 7d10; hp 45; MV 30′; Act d20; SP surprise, *lightning bolt* (10/day), immune to *charm*, paralyzation, poison, and *sleep*, half damage from non-magical weapons, dispellability; SV Fort +7, Ref -1, Will -2; AL N; Crit G/d4.

Lightning bolt (10/day): Once per round, as an action, the black stone statue of Set can release a forked *lightning bolt* striking up to 5 targets within 150′ for 5d6 damage (DC 25 Reflex save for half damage).

Dispellability: If targeted by *dispel magic*, the statue must succeed on a Fort save versus the caster's spell check result or go dormant for CL rounds.

Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

Area G-3 — The Room of Fear: *This is an empty rectangular chamber. The walls are covered with horrific images of war, slaughter and oppression. An archway leads to another chamber to the south.*

This chamber is empty. Any character examining the images on the walls must make a successful DC 17 Will save. Failure indicates a hallucination that the images come to life. This acts like a *scare* spell (spell check result of 17). Living creatures that flee go back to area G-1, possibly in range of *lightning bolt* attacks from the statue in area G-2.

Area G-4 — Hall of Evil Commune: *You feel a sense of foreboding entering here as a chill dances down your spine. Along the south wall is a black and green speckled stone altar. Engraved into the wall above the altar are words in a strange tongue. These engravings are filled with hardened iron to show contrast to the midnight blackness of the wall.*

This is an evil shrine dedicated to Set. Any Lawful creature that spends more than 6 rounds in this forsaken place must make a successful DC 15 Fort save or become ill and nauseous for 1d10 turns. During this time, the victim suffers a -1d penalty on all rolls.

The words on the wall describe a ceremony and prayer to Set, written in Demonic. Any Chaotic character that follows the procedure has a 20% chance of communing with Set. This increases to 35% if the character is a worshiper of Set. A successful supplicant can ask 1d6 "yes" or "no" questions. There is no time limit to ask the questions, but the character doesn't know in advance how many questions are allotted. This effect can only be invoked once per day.

Area G-5 — Passage by Combat: *This hall is 30′ wide and about 70′ long. Six statues, three along each the east and west walls, depict plate armor-adorned fighters armed with longswords. There appears to be an archway in the southeast corner of the room.*

The statues are the only objects in this hall. The ceiling is 15′ high and smooth. The statues (in the current form) depict male humans and may not be knocked over, shattered or chipped.

As the northernmost statue is passed by a living creature, the statues turn into **minions of Set** (see Appendix B) and attack. If the characters have not encountered minions of Set before, they attack with surprise. Otherwise, roll initiative as normal. Half of these minions assume the form of a giant boa constrictor on the first round of combat. The minions fight until destroyed.

Minion of Set (6) (type I demon, Set): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

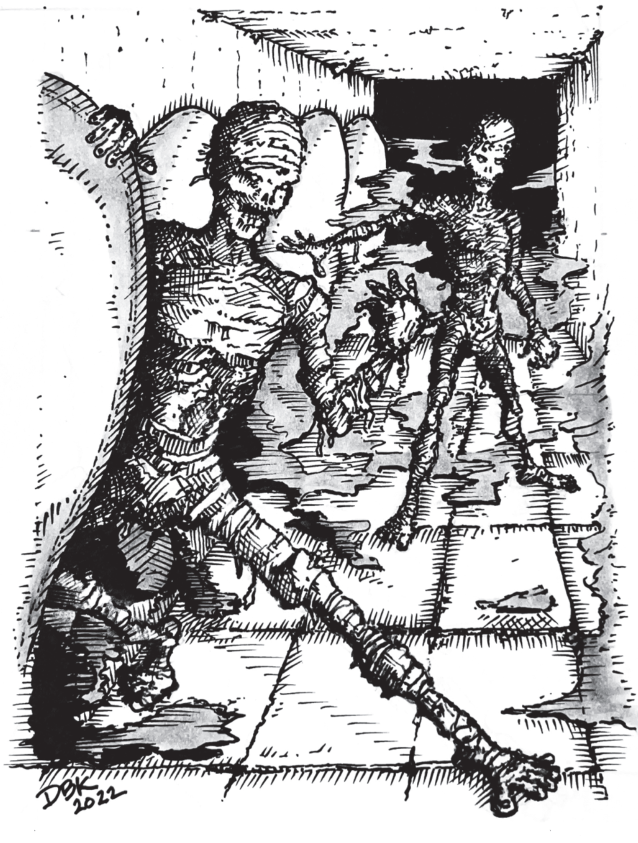
Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30′ long and 20′ wide at its terminus. All within are affected by the snake's poison.

KEY TO LEVEL H (MAP 9)

Area H-6 — Corridor of the Mummies: *At the top of the steps is a hallway that wraps around to the north. The sickly green mist present in the stairway clings to the stone floor to a height of 2′. Standing upright along the west wall are six stone sarcophagi.*

Not a room per se, this is a hallway that wraps around area H-7 and leads to another set of steps that rise up to level I. The mist from the stairway is still present, but only affects a prone target.

Each stone sarcophagi contains a **mummy**. 1d4+2 **mummies** explode out of their burial cases when the first sarcophagus is approached by a living creature within 10′. Any remaining un-dead exit the following round. These un-dead attack until defeated, and pursue fleeing targets



as described below. If turned, they retreat back into their respective sarcophagus. The mist does not affect the un-dead, but the mummies are aware of it. One or more mummies might grapple a target and attempt to drag it down to the floor, making it susceptible to the mist.

The mummies pursue living creatures down the stairs to level G. They also pursue creatures up the stairs as far as area I-8.

The sarcophagus of the southernmost mummy is lined with 600 gp. This mummy bears (but doesn't use it in combat), a leather-wrapped gold-tipped spear with a cat's head carved onto it (worth 120 gp) and wears a long string of gem-studded silver beads (worth 130 gp) around its neck. This mummy also wears a gem-studded silver mask (worth 710 gp) and has a pair of gems (a 100 gp carnelian and a 3,000 gp emerald) in its eye sockets. The mask and gems are under the funeral wrappings, requiring a successful DC 20 Intelligence check to locate.

Mummy (6): Init +0; Atk choke +5 melee (1d4 / 2d4 / 3d4 / etc.) or club +3 melee (1d6+2); AC 11; HD 8d12+8; hp 60 each; MV 20'; Act 1d20; SP damage reduction 5, mummy rot (1 Stamina damage per day, DC 12 Fort save negates), vulnerable to fire (double damage), un-dead traits; SV Fort +4, Ref +2, Will +10; AL C; Crit U/d12.

Choke: A mummy that succeeds on a choke attack uses one or both hands to throttle its target. On the first round, this causes 1d4 damage from suffocation. If the mummy succeeds in a second round of choking, the next attack causes 2d4 damage. If the third attack succeeds for a third round, the attack causes 3d4, then 4d4, and so on until either the mummy's attack fails or the target is suffocated.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 12 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina damage will not heal naturally until the rot is arrested by magic.

Un-dead traits: Mummies are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area H-7 — Chamber of Clairvoyance: *This central chamber is draped in black curtains with runes and infernal words stitched in gold thread. On the floor is an engraved circle filled with hardened bronze.*

This is a scrying chamber, similar to its counterpart in the White Tower (area D-10).

The black curtains have hypnotic designs stitched into the fabric that appear to be some kind of writing. Indeed, they do contain a few phrases of the code of Set. However, attempting to read the designs or studying them requires a successful DC 15 Will save, or the target is *charmed* into believing that all their companions are doppelgangers, preparing to do away with them.

If a *darkness* spell is cast into the bronze circle on the floor, it permits the viewer (caster) to see and hear into 1d4 rooms as desired in the dungeon (except the White Tower or level L of the Dark Tower), or to follow one living creature (as per *wizard sense* (spell check result of 29). The viewer merely needs to use an action to concentrate on the desired location or creature. Each effect lasts 1 turn per CL. Its use, however, alerts the lich Pnessutt (area L-22) in the tower's pinnacle that there are invaders in the tower.

KEY TO LEVEL I (MAP 6)

Area I-8 — Cold Storage: *This room is very cold. So cold, the floor and walls are covered with ice.*

This room is enchanted to be icy cold. The floor is covered in slippery ice and complex movements (such as combat) or moving at more than half movement requires a DC 10 Reflex save to avoid falling prone. For each successive round of combat, the DC increases by 1.

After 6 rounds, living creatures not wearing warm clothing or otherwise protected suffer 1 point of cold damage per round. Skeletons or mummies that pursue characters here become brittle with cold, reducing their AC by 2, but otherwise are unaffected.

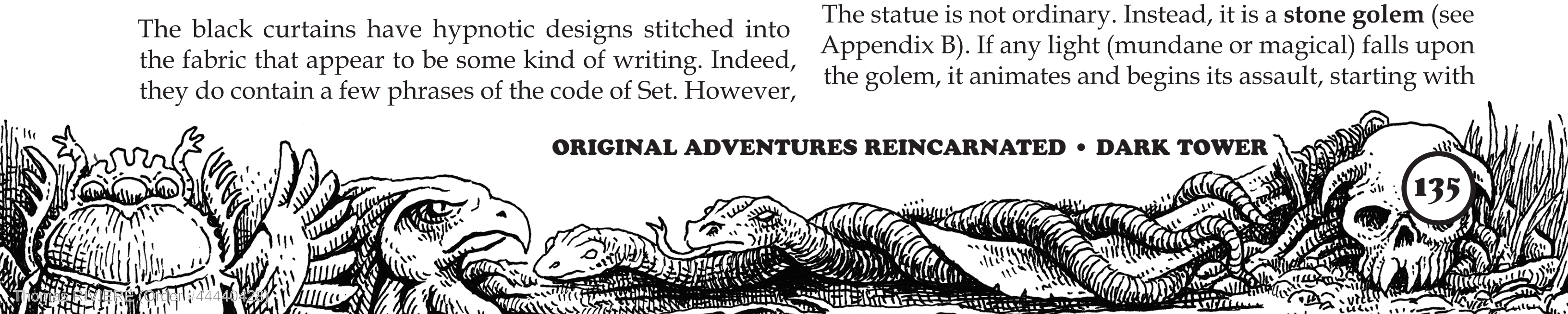
The doors to areas I-9 and I-10 are sealed over with ice. They can be forced open with a successful DC 18 Strength check, chipping away the ice with a weapon, or by melting the ice with fire. The ice covering each door has an AC 12 and 20 hit points and suffers double damage from fire.

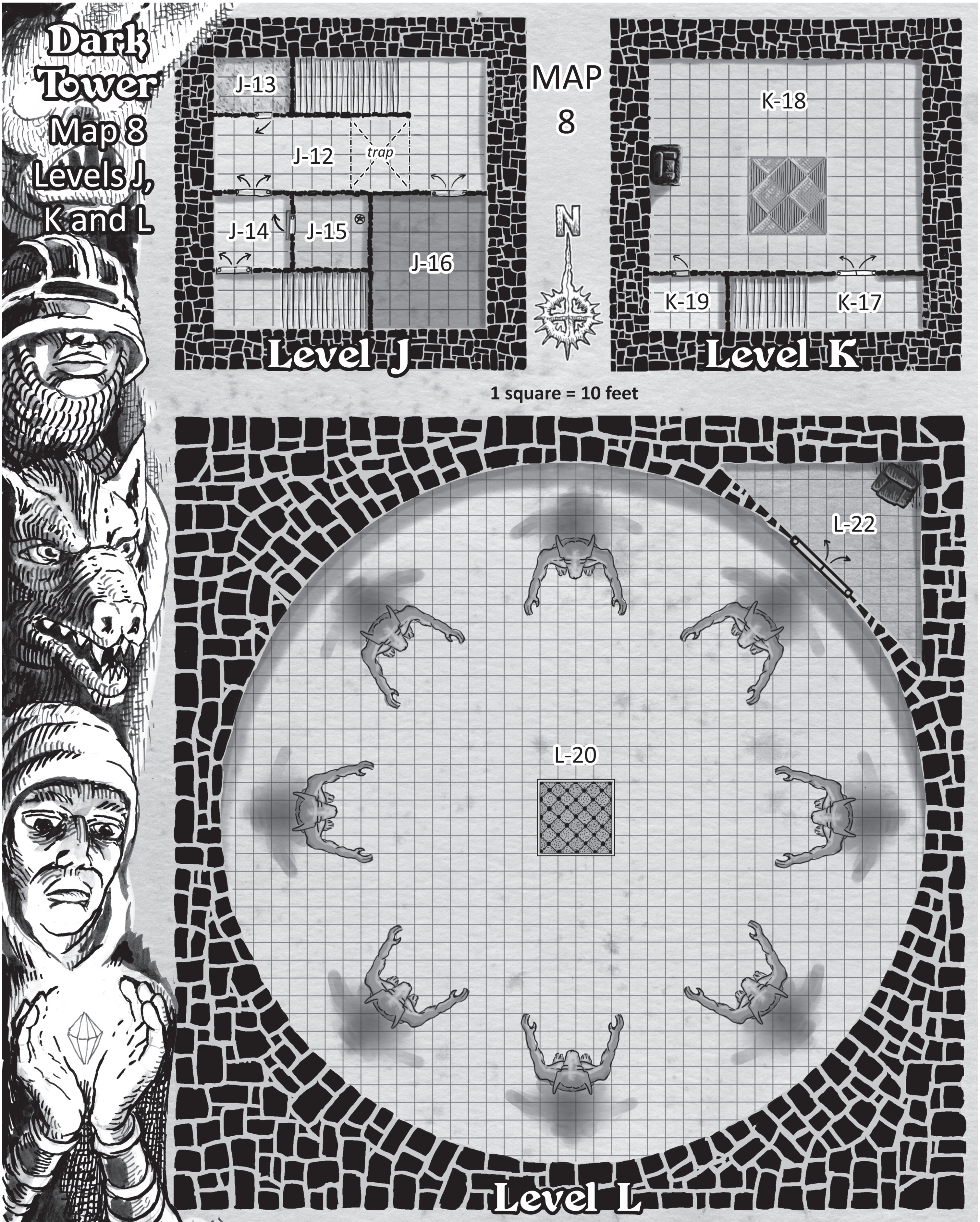
Two rounds after entering the room from any direction, a 1' thick wall of ice magically forms across the entrance to the stairs. The magical wall can be broken through with a DC 24 Strength check (warriors and dwarves may use their deed die in the attempt) but suffer 1d4+6 points of cold damage per round while doing so. Magical fire immediately destroys the wall.

Area I-9 — Stone Golem: *This chamber is 60' square with a 25' high ceiling. The inner 40' portion of the room is concealed with thick, heavy curtains suspended from the ceiling and reaching the floor.*

If the curtains are pulled aside, it reveals a 15' tall statue of Set, like many other representations throughout the dungeon. This one is caged by a pen of thin stone pillars that also reach the ceiling.

The statue is not ordinary. Instead, it is a **stone golem** (see Appendix B). If any light (mundane or magical) falls upon the golem, it animates and begins its assault, starting with




Dark Tower
Map 8
Levels J, K and L
MAP 8
J-13
J-12
trap
J-14
J-15
J-16
Level J
N
K-18
K-19
K-17
Level K
1 square = 10 feet
L-22
L-20
Level L

the stone pillars. The pillars hinder it (-2 to all attack rolls), but only for 3 rounds. The draperies provide no hindrance whatsoever. Once free from its stony prison, the golem next focuses its attack on any characters employing light sources and fights until destroyed. The golem's eyes are rubies (each worth 1,000 gp).

Golem, stone: Init +1; Atk fist +10 melee attack (1d10+10); AC 19; HD 20d10; hp 90; MV 30'; Act 2d20; SP golem traits, true sight, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled), *slow* (as per spell check result of 23); SV Fort +4, Ref +2, Will +0; AL N; Crit M/d30.

Elemental healing (fire): A stone golem is healed by exposure to fire damage. When damage is inflicted by fire, the stone golem is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

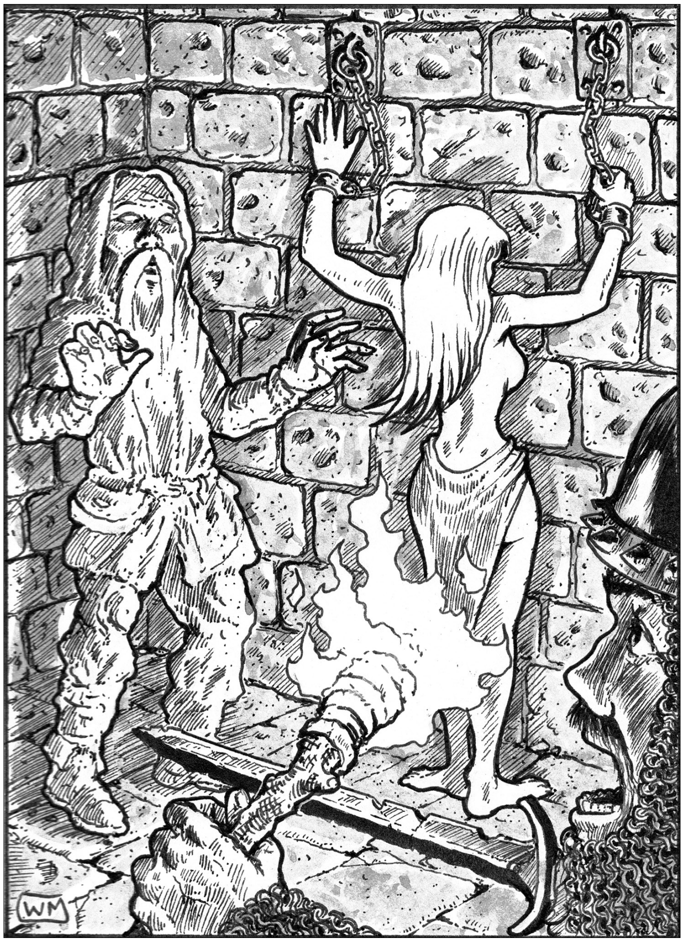
True sight: The stone golem's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. A stone golem can see invisible creatures and is never fooled by illusions.

Area I-10 — The Gibbering Chamber: *This chamber smells of death and decay. Face down on the smooth floor are three moldering corpses in various stages of decay. The tattered remains of rotting curtains barely cover the east, west and north walls.*

The bodies are three long-dead humanoid bodies. They carry no valuables. The curtains once had a decorative pattern, but it can't be deciphered in its current state. If touched, they unravel in a tangle of fabric.

After a few seconds in this room, characters hear quiet gibbering babbles that alternate with sobs and occasional quiet broken sorrowful cackles. After a minute or so of this haunting effect, the characters begin to catch fleeting glimpses of a short shambling dark shape. Yet it's difficult to determine if it's real or a trick on their eyes and senses.

Area I-11 — Skeletons: *The hallway at the top of the stairs is packed with standing skeletons. Each has malevolent green glowing eyes. In unison, they draw blades from rotting scabbards and prepare for battle.*



This hallway contains 100 skeletons, packed in tightly. For game purposes, this is equivalent to five **skeletal swarms** (see Appendix B). If the door is opened, they force their way out by sheer weight of numbers. Once these un-dead begin their assault against the characters, they press the attack, targeting anything on this level (the golem, curtains, pillars, or even the walls).

Skeletal swarm (5): Init +1; Atk swarming short sword +3 melee (1d6+2); AC 15; HD 8d8; hp 35 each; MV 40'; Act special; SP un-dead traits, *turn unholy* resistance (considered +2 HD for purposes of turning), swarming stab all targets within 30' x 30' space, half damage from non-area attacks; SV Fort +0, Ref +0, Will +0; AL C; Crit N/A.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

KEY TO LEVEL J (MAP 8)

Area J-12 — Insidious Crossbow Trap: *This is a plain 30' wide hallway.*

This hallway is trapped by an *invisible* bank of 40 crossbows set into the west wall. Since the crossbows are *invisible*, they can only be detected by tactile investigation or magic such as *detect evil, detect invisibility,* or similar spells. There is a 15′ square pressure plate located just west of the doors to area J-16, as indicated on the map. This pressure plate can be located with a successful DC 17 Find Trap check. Disabling the pressure plate is difficult, requiring a successful DC 20 Disable Trap check. But since the majority of the trap is *invisible*, this check is made with a -1d penalty unless the invisibility has been dispelled. Safe areas from the barrage are 2′ and closer to the floor, and 2′ below and closer to the 15′ high ceiling. When triggered the trap inflicts 4d6 damage to all in the target area (DC 18 Reflex save for half damage, no save if *invisibility* has not been dispelled). The trap needs to be manually reset.

Area J-13 — Room of Ash: *It appears that a powerful fiery blast occurred in this 30′ square chamber. Anything that once was in this room has been rendered to ankle-deep ash.*

This room contains nothing but ash. There is nothing of value in the room. If the ash is disturbed, it forms a roughly human-shaped cloud. The eerie form briefly waves its arms as if in warning, then swiftly dissipates.

Area J-14 — Trap Sounds: *This 40′ square room is empty.*

Although empty, this chamber bears a minor enchantment to befuddle characters. This room is enchanted with numerous *cantrips*, but they only produce audible effects. Walking across the floor triggers illusory sounds such as trap doors creaking swiftly open, crossbows firing, various undistinguishable clicks, large stone weights sliding, ropes slipping through pulleys, etc. Touching or opening any of the doors generates similar illusory effects. If a character uses an action to examine the sounds or the source of the sounds, they can make a successful DC 12 Will save to determine the sounds are illusory.

Area J-15 — Misleading Medusa: The door to this cell is barred from the outside with a thick plank of wood. The bar can be easily removed, and the door opened. If examined closely with a successful DC 13 Find Trap check, it can be determined that the bar is false, and doesn't prevent the door from opening from the inside.

This small chamber appears to be a cell. Chained to the opposite wall is the curvaceous form of a female human. Arms held high, each wrist is attached to a manacle that leads to a short length of stout chain attached to a ring above her head. She faces the cold stone wall, and her long blonde tresses tumble over her shoulders. Standing to her left is a stone statue depicting a humanoid wearing robes.

All is not as it seems in this "cell". The statue is animated, and an illusion covers the apparent prisoner.

The statue is a **stone living statue**, which appears as a mundane statue. It appears to depict a wizard or perhaps an unarmed cleric. If the prisoner is approached to within 5′, it animates and attacks. It uses slam attacks and fights until destroyed.

During the fight with the statue, the female prisoner moans and pleas for aid. An illusion covers her hair, concealing its true form. If examined from a distance, the illusion can be detected with a successful DC 15 Will save. If the woman is turned around, it becomes immediately and horribly obvious that the hair was an illusion. The illusion fades away and she reveals herself to be a **medusa**! (see Appendix B). With a quick tug, the chains fall away and she attacks.

A successful DC 10 Intelligence check reveals the pouch on the statue's belt is not stone, but gray fabric. Inside the pouch are two scrolls of *restore vitality*.

Living statue (stone): Init +6 (surprise); Atk slam +3 melee (1d8); AC 16 (stone); HD 3d8; hp 24; MV 30′; Act 1d20; SP surprise; SV Fort +4, Ref -2, Will -2; AL N; Crit M/d8.

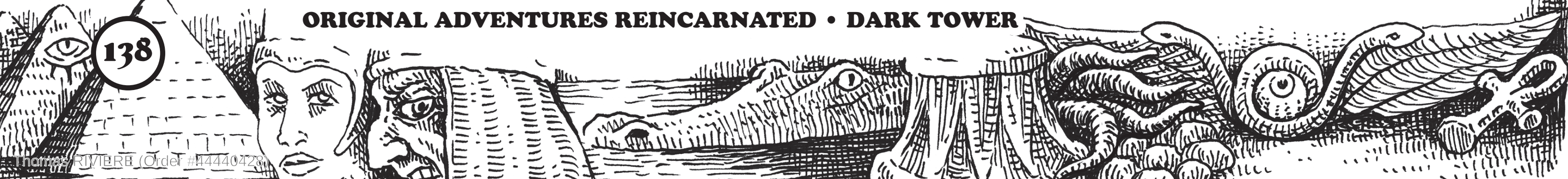
Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

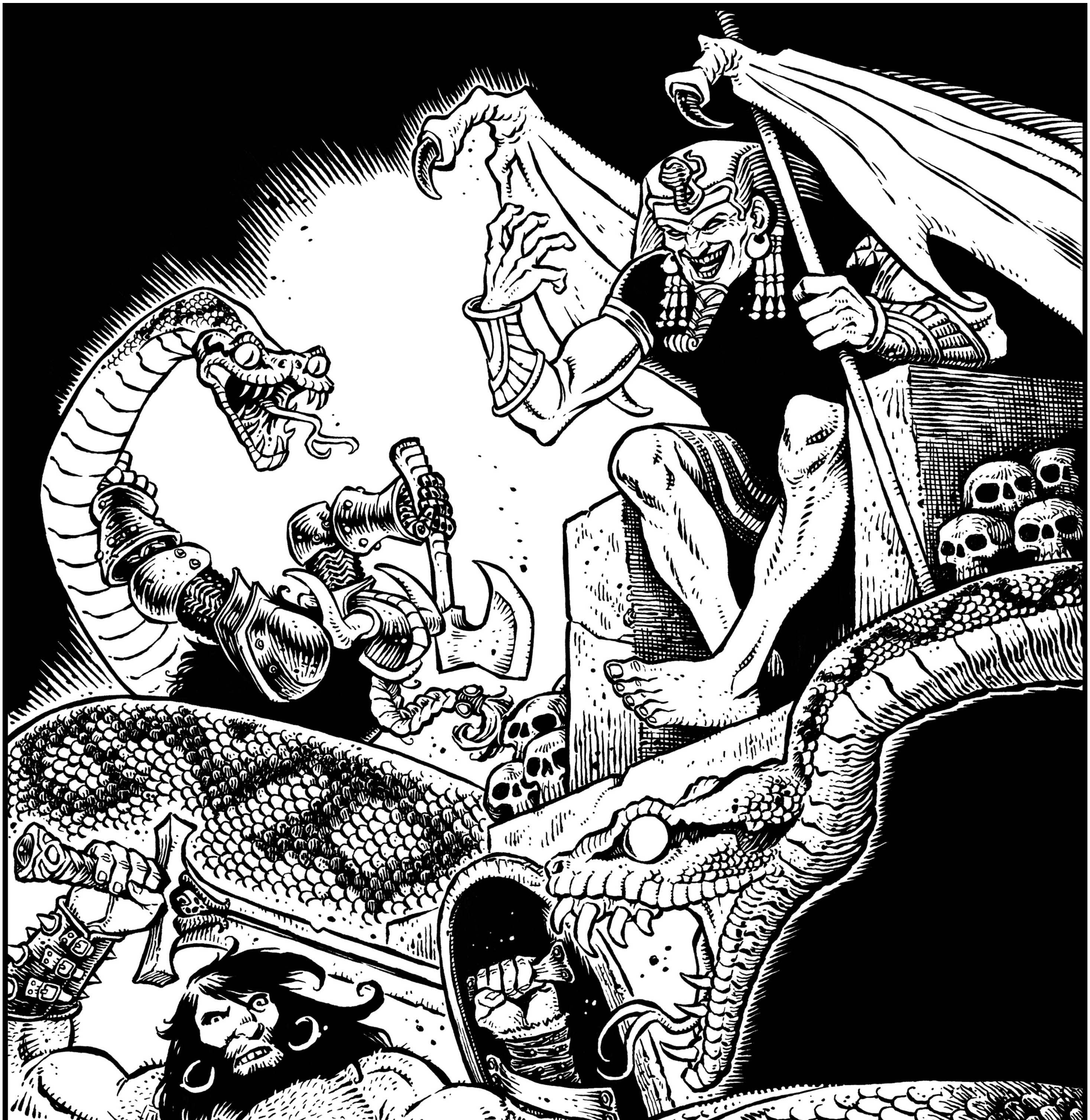
Medusa: Init -1; Atk snakebite +5 melee (1 plus poison (1d6, DC 10 Fort save or paralyzed for 1d4 rounds)) or claw +3 melee (1d4), or gaze (special); AC 14; HD 7d8; hp 40; MV 30′; Act 3d20; SP gaze (DC 16 Will save negates); SV Fort +6, Ref +1, Will +1; AL C; Crit M/d12.

Gaze: A medusa can use an action to lock eyes with a living creature; the target that looks a medusa in the eye must make a DC 16 Will save or be turned to stone. The petrification is treated as a major curse and only may be reversed by use of a *remove curse* spell, through the use of *divine aid* or other similar effects. Note that targets keeping their eyes closed are blind, suffering a -8 to attack rolls, and only able to move at half speed in a random direction.

Area J-16 – A Cold Wind: *When the door is opened, you are buffeted by a blast of frigid air that extinguishes any mundane light sources. The room beyond is inky blackness. Tendrils of cold dance along your body in an unnerving fashion.*

The cold sensation felt by living creatures in the doorway or in the room is actually a viscous gas that rusts armor and weapons. The effects of the gas can be first noticed after one round, with a successful Luck check. Any metal touched by the gas is damaged. A weapon is rendered useless after one touch and metal armor (including shields) loses one "plus" to Armor Class every round of contact. Magic items receive a save against DC 12 (add the item's "plus" to the d20 roll, save negates effects).

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KEY TO LEVEL K (MAP 8)

Area K-17 — Doors of Darkness: *At the top of the steps is a plain antechamber. Set on the north wall of the landing are a pair of doors that appear to be made of some transparent, colorless material.*

If touched by a cleric of Set, the doors remain transparent and swing silently in, allowing entrance into area K-18.

If touched by a cleric of Mitra, explosive *runes* set by the lich Pnessutt explode for a total of 12d6 damage in a 20′ radius (DC 25 Will save for half damage), and all flammable objects catch fire. The presence of the *runes* can be located with a successful DC 17 Find Trap check. Speaking the name of the glyph (recorded on the stone tablet in area E-19) allows passage without triggering. The right-hand runes are deactivated with "*Crepitas Adure Unus*" and the left-hand runes are deactivated with "*Crepitas Adure Duo*".

If touched by any other living creature, the doors swiftly become cloudy and then black. Two pairs of giant insect-like eyes then appear and seem to stare out of the blackness at any creatures present. A low chuckling can be heard before the eyes fade away, leaving the doors warded closed (requiring either a successful *knock* spell or a DC 20 Strength check to open).

The eyes are those of Manahath the Chosen, a Son of Set who guards the lich, Pnessutt. His chuckling alerts Konah the Dissenter in area K-18.

Area K-18 — The Audience Hall of Konah the Dissenter: *The room is constructed of dense black stone with scenes depicting horrid half reptilian creatures picked out in low relief and painted with queerly glowing colors. The light in here is eerie and violet in nature. Colors seem to glow oddly, and whites luminesce to an unworldly violet hue. Set in decorative tile into the floor is a square, 40′ on a side, that appears to be nothing but decorative, geometric patterns. The colors of the tiles are very bright and glow slightly in the strange illumination that pervades the room.*

Sitting on a throne at the eastern end of the room is a massive 9′ tall bat-winged humanoid in Egyptian style clothing. An ornate halberd rests across his lap, and his stoic expression softens slightly to reveal an evil leer.

This is the throne room of a powerful ally of Set, guardian to the route to level L and the high priest lich, Pnessutt. The horrid images on the walls depict a dizzying array of half reptile abominations, some more humanoid, and other more snake-like. They are performing a litany of atrocities on helpless victims.

The humanoid sitting on the throne is **Konah the Dissenter**, a **Lesser Son of Set** (see Appendix B). Konah prefers to hang back and have his allies engage with the characters. While his *invisible* skeletal warriors attack, he summons **minions of Set**, followed by *animal summoning* to summon two **giant boa constrictors**. He then unleashes a barrage of offensive area of effect spells, followed by *mirror image,* before he wades into melee with his magic polearm. He fights to the bitter end for the glory of Set.

Equally divided to the right and left of Konah are 10 animated *invisible* **skeletal warriors** (see Appendix B), bearing polearms. The skeletal warriors attack as soon as a group of characters has entered the room. They are tasked with holding enemies at bay while their master hangs back to cast spells.

If any of Konah's blood falls upon this tiled area during the course of a battle, it glows brightly with a warm red light. This tiled area is the only means of getting to level L of the Dark Tower. The proper instructions have already been given once (area 3-22A), but they can be found again on an old scroll, hidden in area K-19. Liberally translated, the inscription instructs the user to take the blood of Konah, and with finger, brush or whatever, draw a pair of intersecting lines from corner to corner in the tiled area. Once the lines are drawn, they glow bright red and the glow swiftly flows to the rest of the tile. This opens up a portal between this floor of the tower and the demi-plane, wherein the evil lich dwells (level L, area L-20).

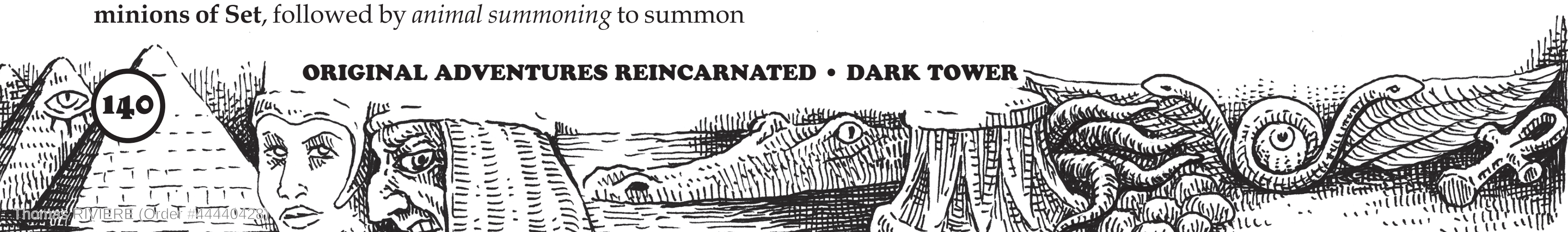
Konah, the Dissenter - Lesser Son of Set (type II demon, Set): Init +4; Atk slam +8 melee (1d8+4) or *Desert's Fury* +10 melee (1d12+6); AC 18; HD 6d12+12; hp 65; MV 30′, fly 30′; Act 2d20+1d20+1d14 (spells); Languages: Common, Demonic; SP Son of Set traits, demon traits, paralyzation ray (2/day), breath weapon (cold, 3/day), summon 1d6 minions of Set (1/day), magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), spellcasting (+6 spell check): Spells (1st) *animal summoning* (snakes), *chill touch, force manipulation;* (2nd) *mirror image, scare, spider web;* (3rd) *haste, lightning bolt*; SV Fort +6, Ref +8, Will +6; AL C; Crit 19-20 DN/d6.

Breath weapon (cold, 3/day): As an action, Konah can unleash his freezing breath weapon in a 30′ x 50′ cone, inflicting damage equal to his hit points (DC 16 Fort save for half damage).

Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, as long as not bound or otherwise summoned, infravision 120′, half damage from poison, fire, acid, cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.

Paralyzation ray (2/day): Konah fires a 60′ ray from his eyes. Target is paralyzed for 2d3 rounds (DC 15 Reflex save negates).

Son of Set traits: Fly, paralyzation ray (2/day), breath weapon (cold, 3/day), true name, spellcasting.



True name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for 1 hour.

***Desert's Fury (+2 polearm)*:** INT 9; AL C; Banes: Lawful creatures (shattering blow; on a critical hit, polearm inflicts an additional 1d10 damage), celestials (unreasoning hatred; polearm urges wielder to attack bane at every opportunity; ego check vs Intelligence); Communication: empathy; Special Purposes: dominate all others, slay Lawful outsiders; SP cleave (each time an enemy is slain with this blade, the wielder automatically receives another attack (but cannot move)).

Skeletal warrior (10): Init +3; Atk claw +3 melee (1d4+1) or polearm +3 melee (1d10+1) or by weapon; AC 18 (full plate); HD 3d12+6; hp 35; MV 20′; Act 2d20; SP un-dead traits, distract (4/day), *invisibility* (1/day, as per spell check result of 16), regeneration (5/round), unturnable, half damage from piercing and slashing weapons; SV Fort +2, Ref +2, Will +1; AL L; Crit U/d8.

Distract (4/day): As an action, a skeletal warrior may precede its attack with a feint, drawing its opponent off guard and dealing an automatic critical hit should the next attack succeed.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Unturnable: While in their tomb, skeletal warriors cannot be turned.

Area K-19 — Treasure Vault of Konah the Dissenter: *This 20′ by 30′ room is empty.*

Although this room appears to be empty, it conceals Konah's treasure. The room itself is also a cunning magical trap. When the door to this vault is closed, time within the vault stops, trapping anything inside without their knowledge. Opening the door again to area K-18 ends this effect, which the guardians of the tower will do after having gathered their forces and properly prepared themselves for combat.

Against the south wall is an *invisible* chest that contains 1,000 gp, 22 matching zircons (each worth 100 gp), and a single tourmaline (worth 500 gp). Also in the chest is a leather scroll tube containing a fragile parchment upon which a verse is written (see **Player Handout 17**).

The verse is a clue on how to activate the teleportation gate in area K-18. The language the verse is written in is extremely obscure and requires a successful DC 20 Read Languages check or use of *comprehend languages*. The inscription (the same from area 3-22A) reads as follows:

> *"SERPENT SON'S BLOOD, IN AGONY LOST, PASSING OF GODLING THE PALETTE FILLS, SHAPED IN FINE LINE, THE QUADRANGLE CROSSED, TRESPASSER RISE AND MEET THY WEIRD."*

Area L-20 — The Grand Hall of Pnessutt: *With a stomach-churning lurch, you appear in this 360-foot diameter circular, domed hall, lit by unseen sources of light. The floor is of pure black marble, apparently seamless, except for the 40′ square tiled area of decorative geometric patterns directly in the center of the room upon which you stand. Supporting the ceiling are eight, 60′ tall, green stone statues of the jackal-headed god Set.*

The only way to access this location is via the portal on the tiles in area K-18. This chamber (and areas L-21 and L-22) are not on the mortal plane. This is a demi-plane floating about 1 mile above one of the upper layers of Hell. Thus, if any attempt is made to reach this hall via physical means back in the Dark Tower, the character attempting such finds themselves in a 100′ square pyramid-shaped room that is completely empty.

This is the antechamber to the Pnessutt's lair. The light is magically generated by strange runes inscribed into the ceiling. The eyes of the statues appear to always be staring at any intruders in the room, seeming to follow them about. This is but a trick of the eyes and a harmless effect. The southern statue holds the imprisoned form of **Manahath**, a **Chosen Son of Set** (see area L-21 and Appendix B).

In the northeast section of the room are a pair of massive double doors carved of green stone. Written on the doors in Demonic is the following passage (see **Player Handout 18**):

> *"Here Reigns Pnessutt, Scion of Evil, Prince of Dark Deeds, in Death Yet Living"*

The doors are locked, requiring a DC 24 Pick Lock check to open.

Area L-21 — Manahath the Chosen

Once a living creature steps off the tiled area in the center of the area L-20, continue with the following:

A low rumbling reverberates off the walls while dust falls from the ceiling. The southernmost statue bursts into a thousand stony shards from about midway up. Out of the statue crawls an abomination with the lower body of a gigantic snake, and the four-armed upper torso of a gigantic muscular human male. The infernal atrocity has twin dragon heads, multifaceted insectoid eyes and monstrous bat wings. It leaps to the floor with a guttural roar!

The twisted monstrosity is **Manahath**, one of the four **Chosen Sons of Set** (see Appendix B). His father, the god, Set, imprisoned Manahath in the statue and bound him to protect the lich Pnessutt to its own physical death or until the lich is destroyed. Since Manahath is not interested in dying, his first actions are to summon **minions of Set** (see

Appendix B), a **Lesser Son of Set, Vrednii** (see Appendix B) and **giant vipers** (p. 428, DCC RPG). While his allies engage in melee, Manahath uses his breath weapons prior to using *force manipulation* in an attempt to place a wall of force between himself and the characters. Manahath is not given to subtlety and attempts to destroy intruders as swiftly and violently as he can. He casts offensive spells as much as possible before entering into melee. If Pnessutt has not been destroyed, Manahath is compelled to fight to the death. If the lich Pnessutt is destroyed before Manahath is defeated, he is granted freedom from the binding.

Manahath, Chosen Son of Set (15′ tall, type III demon, Set): Init +1; Atk slam +8 melee (1d8+5) or bite +8 melee (1d12 plus constrict); AC 20; HD 10d12+30; hp 100; MV 30′; Act 6d24+1d24 (cleric/wizard spell)+1d20 (cleric/wizard spell)+1d16 (cleric/wizard spell); Languages: Common, Angelic, Chaos, Demonic; SP Son of Set traits, demon traits, true sight, *fireball* (2/day), breath weapon (acid, 2/day), teleport, regeneration (10 hp/round), valuable, summon Lesser Son of Set (1/day), summon 2d6 minions of Set (1/day), magic resistance (all spells cast against a Chosen Son of Set are subject to 50% chance of failure before saves are rolled), spellcasting (+12 spell check): Spells – Cleric (1st) *holy sanctuary, profane flame* (see Appendix D), *resist cold or heat, silence, word of command;* (2nd) *curse, lotus stare, restore vitality, snake charm*; (3rd) *sticks to snakes* (see Appendix D), *venom strike* (see Appendix D); Spells – Wizard (1st) *animal summoning* (snakes only), *charm person, detect invisible, detect magic, enlarge/reduce, force manipulation, magic shield;* (2nd) *darkness, levitate, spider web;* (3rd) *dispel magic, lightning bolt;* (4th) *control ice, polymorph*; SV Fort +8, Ref +10, Will +8; AL C; Crit 22-24 G/d4.

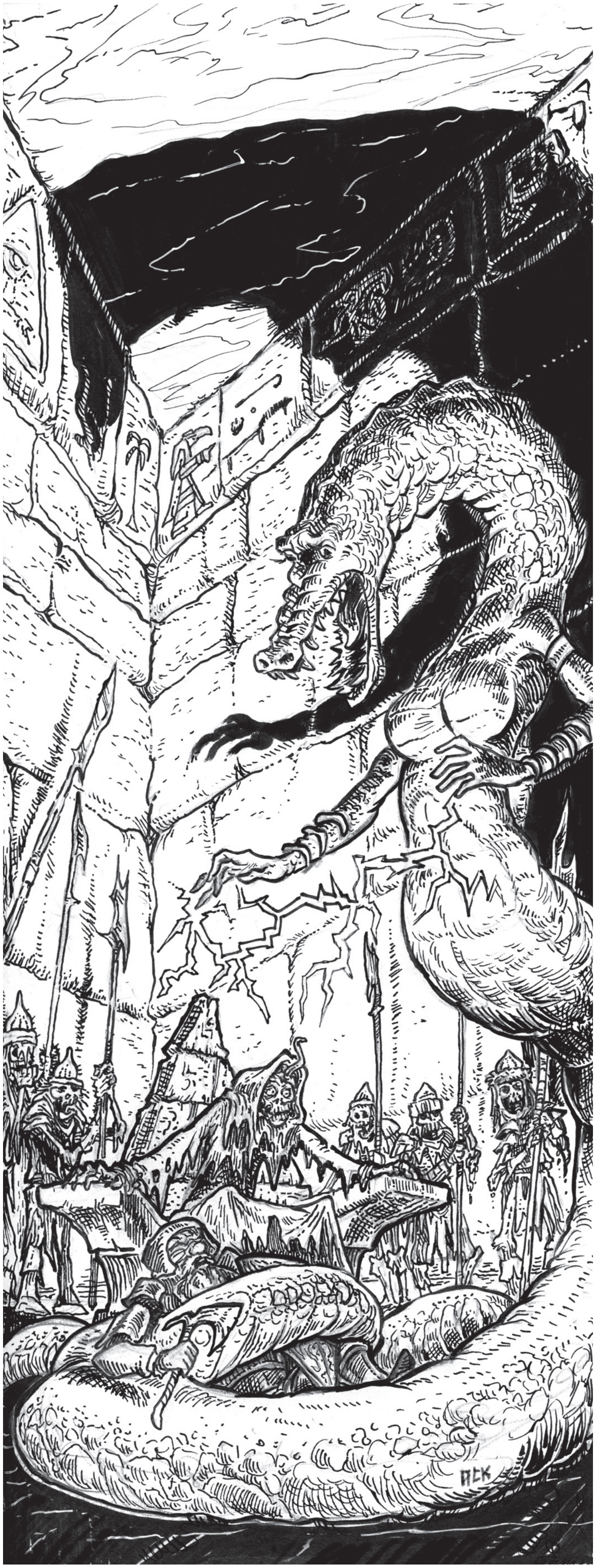
Breath weapon (acid, 2/day): As an action, Manahath can unleash his corrosive breath weapon in a 30′ x 30′ cone, inflicting damage equal to his hit points (DC 26 Fort save for half damage).

Constrict: On a successful bite attack Manahath immediately wraps his coils around the victim. Each round thereafter, he attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 points of damage.

Demon traits: Communication by speech or telepathy, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, infravision 120′, half damage from fire, acid, cold, electricity, and gas, spellcasting (+12 spell check): Spells (1st) *darkness*.

Fireball (2/day): As an action, Manahath can hurl a *fireball* at a target within 200′, doing 10d6 damage (DC 32 Reflex save for half damage).

Regeneration: Manahath regains 10 hit points at the start of his initiative. If he suffers fire damage, his regeneration is



suppressed until the next round. Manahath only dies if he starts his round at 0 hit points and doesn't regenerate.

Son of Set traits: Constrict, *fireball* (2/day), breath weapon (acid, 2/day), teleport, regeneration (10 hp/round), valuable, true name, cleric and wizard, spellcasting.

Teleport: Manahath can teleport himself and up to 8 other willing targets, to a destination of his choosing within 25 miles.

True name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for 1 hour.

True sight: Manahath's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. He can see invisible creatures and is never fooled by illusions.

Valuable: Upon death, Manahath's four multifaceted eyes solidify into rubies worth 5,000 gp each.

Minion of Set (type I demon, Set): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28; MV 20'; Act 2d20; SP demon traits, infravision 60', shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison, half damage from non-magical weapons, acid, fire, and cold, spellcasting (+4 spell check): Spells (1st) *darkness*; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60', spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30'; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40'; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30' long and 20' wide at its terminus. All within are affected by the snake's poison.

Vrednii, the Eater of Corpses - Lesser Son of Set (type II demon, Set): Init +4; Atk slam +8 melee (1d8+4) or bite +8 melee (1d7 plus constrict) and claw (x4) +8 melee (1d4); AC 18; HD 6d12+12; hp 60; MV 30', fly 30'; Act 7d20+1d20 (cleric)+1d20 (wizard); Languages: Common, Demonic; SP Son of Set traits, demon traits, summon 1d6 minions of Set (1/day), magic resistance (all spells cast against a Lesser Son of Set are subject to 25% chance of failure before saves are rolled), spellcasting (cleric 1d20 and wizard 1d20, +5 spell check): Spells – Cleric (1st) *paralysis, profane flame* (see Appendix D); (2nd) *restore vitality, snake charm* (see Appendix D); (3rd) *sticks to snakes* (see Appendix D); Spells – Wizard (1st) *animal summoning* (snakes only), *mending, runic alphabet, mortal*; (2nd) *detect evil, scorching ray;* (3rd) *slow*; SV Fort +6, Ref +8, Will +6; AL C; Crit 19-20 DN/d6.

Constriction: On a successful bite attack the Son of Set immediately wraps his coils around the victim. Each round thereafter, he attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 points of damage.

Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, as long as not bound or otherwise summoned, infravision 120', half damage from poison, fire, acid, cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.

Son of Set traits: Constrict, bite, claw, fly, cleric and wizard, true name, spellcasting.

True name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for 1 hour.

Area L-22 — The Audience Chamber of Pnessutt:

This is a triangular room with a black marble floor. The ceiling is flat and 20' overhead. Opposite the door sitting in a stone throne is the desiccated skeletal form of a male humanoid wearing tattered robes. Six unarmored skeletons, three on each side of the throne, stand ready with spears. Scattered about the floor are piles of coins, gleaming gems, and jeweled objects.

Sitting on the throne is Pnessutt, a former 10th-level cleric and high priest of Set. The crazed un-dead priest begins by taunting the characters, claiming he has observed their progress through his stronghold. He is fond of pointing out their specific failures and missteps. Continue this exchange for as long as you desire, but he soon grows tired of banter, and attacks. He begins by summoning a **Lesser Son of Set** to his side (see below), and then unleashes spell attacks.

Pnessutt's first action against interlopers is to summon **Balaar the Shaker**, a **Lesser Son of Set** (see Appendix C). He is an enormous snake with a human female torso and

arms and a crocodilian head. He begins by summoning a host of **minions of Set** (see Appendix B), and then recklessly tosses *fireballs* and *lightning bolts*. He then moves into melee, attempting to establish a grapple on a fighter-type using his constrict ability. His loyalty to Set and Pnessutt is deep, and he fights until destroyed or banished.

Pnessutt also has a special guard of six **skeletons**, each with a series of *runes* inscribed within their skull. In combat it requires a successful Luck check rolled with a +2d penalty, to spot these runic marks. The skeletons cannot be turned and, the moment one of them is struck, its *runes* explode, setting off a chain reaction.

If the lich is killed, the skeletons crumble to dust and if Manahath is still alive he departs via teleportation. However, if Manahath believes he could defeat the characters, he sticks around dealing death.

Pnessutt (lich): Init +3; Atk paralyzing touch +8 melee (3d6 plus paralysis 1d10 rounds (DC 16 Fort save negates)); AC 20; HD 20d24; hp 225; MV 30′; Act 2d20+1d16 (spells); Languages: Common, Demonic, Dragon, Chaos; SP un-dead traits, lich traits, *cause harm*, sworn against Mitra, summon Lesser Son of Set (1/day), spellcasting (+13 spell check): Spells (1st) *cantrip, darkness, detect evil, detect magic, paralysis, profane flame , protection from evil, runic alphabet, mortal, silence;* (2nd) *binding, curse, lotus stare, mirror image, monster summoning, ray of enfeeblement, restore vitality;* (3rd) *animate dead, breathe life, demon summoning, dispel magic, haste, planar step, runic alphabet, fey;* (4th) *affliction of the gods, cause earthquake, sanctify/desecrate, vermin blight;* (5th) *righteous fire, whirling doom*; SV Fort +6, Ref +7, Will +8; AL C; Crit U/d16.

Cause harm: A cleric of Set may inflict damage in similar fashion to that of *lay on hands.*

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1 die	1 die	2 dice
14-19	1 die	2 dice	3 dice
20-21	2 dice	3 dice	4 dice
22+	3 dice	4 dice	5 dice

Death aura: As a full round action the lich can focus on its aura, extending it outwards. Each non-un-dead creature within 20′ of the lich must make a DC 15 Fort save, taking 6d6 damage on a failed save, or half as much damage on a successful one.

Dread gaze: The lich fixes its gaze on one creature it can see within 10′. The target must succeed on a DC 16 Will save or be drained of one temporary Luck. A successful save prevents further theft of Luck. Points are recovered at the rate of 1 per turn.

Lich traits: Un-dead, death aura, dread gaze, immune to fear and non-magical and natural attacks inflicted by creatures of 7 HD or lower, rejuvenation, true sight.

Rejuvenation: If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5′ of the phylactery.

Spellcasting: Pnessutt may cast a number of spells that appear on the wizard spell table. Treat these as clerical spells. Liches do not suffer disapproval, although a spell check result of a 1 is a loss/failure.

Sworn against Mitra: A cleric of Set is sworn to defeat the minions of Mitra. When battling the forces of Mitra, the cleric gains a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks as well as a +3 AC bonus versus attacks by Mitra's minions. The forces of Mitra include any clerics devoted to Mitra, enemies prominently using a *Mitraic relic*, lions and lion-like creatures, commoners, and all traps in the White Tower of Mitra itself.

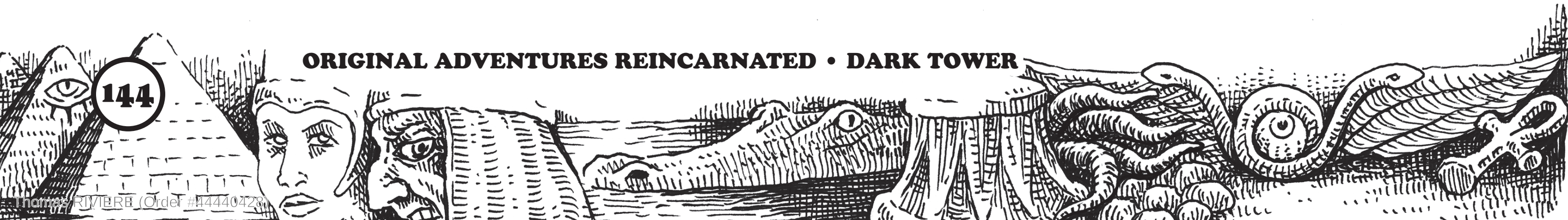
True sight: The lich's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. It can see invisible creatures and is never fooled by illusions.

Un-dead traits: Liches are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Balaar, the Shaker, Lesser Son of Set (type II demon, Set): Init +4; Atk slam +8 melee (1d8+4) or bite +8 melee (1d7 plus constrict); AC 18; HD 6d12+12; hp 60; MV 30′; Act 3d20; Languages: Common, Demonic; SP Son of Set traits, demon traits, constriction 1d6, *fireball* (2/day), *lightning bolt* (2/day), summon 1d6 minions of Set (1/day), magic resistance (all spells cast against a Lesser Son of Set are subject to 50% chance of failure before saves are rolled). SV Fort +6, Ref +8, Will +6; AL C; Crit 19-20 DN/d6.

Constriction: On a successful bite attack Balaar immediately wraps his coils around the victim. Each round thereafter, he attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 points of damage.

Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, as long as not bound or otherwise summoned, infravision 120′, half damage from poison, fire, acid, cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.



Fireball (2/day): As an action, Balaar can hurl a *fireball* at a target within 160′, doing 6d6 damage (DC 24 Reflex save for half damage).

Lightning bolt (2/day): As an action, Balaar can hurl a *lightning bolt* at a target within 50′, doing 4d6 damage (DC 18 Reflex save for half damage).

Son of Set traits: Constrict, *fireball* (2/day), *lightning bolt* (2/day), true name.

True name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for 1 hour.

Although these fiends take many forms, Balaar is an enormous (25′ long) snake with a human female torso and arms and a crocodilian head.

Minion of Set (type I demon, Set): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30′ long and 20′ wide at its terminus. All within are affected by the snake's poison.

Skeleton (6): Init +0; Atk claw +0 melee (1d3) or spear +0 melee (1d8); AC 12; HD 1d6; hp 5 each; MV 30′; Act 1d20; SP un-dead traits, immune to *turn unholy*, explosive *runes*; SV Fort +0, Ref +0, Will +0; AL C; Crit U/d6.

Explosive runes: Any hit struck by, or scored against, one of these skeletons triggers the *runes*, causing them to explode for 3d6 damage in a 20′ radius (DC 25 Will save for half damage) also causing all flammable objects to catch fire. If any other skeletons are within the radius, the explosion causes them to explode (doing another 3d6 damage per skeleton affected) and potentially kicking off a chain reaction of up to a total of 18d6 damage.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

ESCAPING THE DARK TOWER

Returning to the material plane and to the Dark Tower in particular can be accomplished by the following methods:

- Summoning *divine aid* or calling upon a powerful patron.
- Taking the bones or dust of the lich and crumbling or spreading them about the tiled area in area L-20. If the bones are spread on the tile, the 20′ square area begins to glow faintly green and anyone entering into that square are immediately whisked away to the material plane. The return location is the area of Set's Tower directly over level K. The room is 50′ square and the walls slope to a pyramid point 25′ over the center of the room. Directly in the center of the room's floor is a 10′ square secret trap door that can be located with a successful DC 15 Intelligence check. This trapdoor leads down into area K-18.
- Use of the *planar step* spell.

Treasure. Scattered about the room in various piles are the following:

- 10,000 cp
- 5,000 sp
- 3,000 gp
- 30 gems of various cuts and composition (alexandrite, aquamarines, peridots and topazes (each worth 250 gp).
- 3 gold rings (worth 100 gp, 250 gp, and 500 gp)
- A platinum bracelet set with rubies (worth 450 gp)
- A silver ewer (worth 45 gp)

- A jade statuette of a dryad (worth 260 gp)
- A gold coffer set with ivory (worth 300 gp) holding a silver necklace (worth 150 gp), a silver circlet set with emeralds (175 gp) and an invisible cymophane gemstone (worth 5,000 gp)
- A small gold idol of an elephant (worth 170 gp)
- A bronze crown set with sapphires and rubies (worth 370 gp)
- A gold tablet inscribed with a poem (worth 80 gp)
- Sword of George the dragon slayer (see Appendix D)
- A potion of treasure finding (see Appendix D)
- A scroll of planar step

Pnessutt's Phylactery. The *invisible* cymophane (a yellow-green cat's eye gemstone) is Pnessutt's phylactery. Finding the *invisible* gem in the coffer requires a successful DC 20 Intelligence check, unless magic is used. It detects as magic (even after the *invisibility* is dispelled). The gemstone has an AC 19 and 5 hit points but is immune to all damage unless the damage is dealt by a demon (type III or more powerful). The characters may need to make a dark bargain with the forces of evil to destroy this phylactery.

CONCLUDING THE ADVENTURE

If Pnessutt is defeated and his phylactery is destroyed, all the un-dead in the entire dungeon discorporate. All monsters in the Dark Tower itself either die or become inanimate (if a construct). All persons whose lives have been unnaturally prolonged by the presence of the Dark Tower begin to age at the rate of 10 years per turn, unless a potion of *longevity* (p. 224, DCC RPG) is administered simultaneously with a *restore vitality* spell (spell check result of 22+).

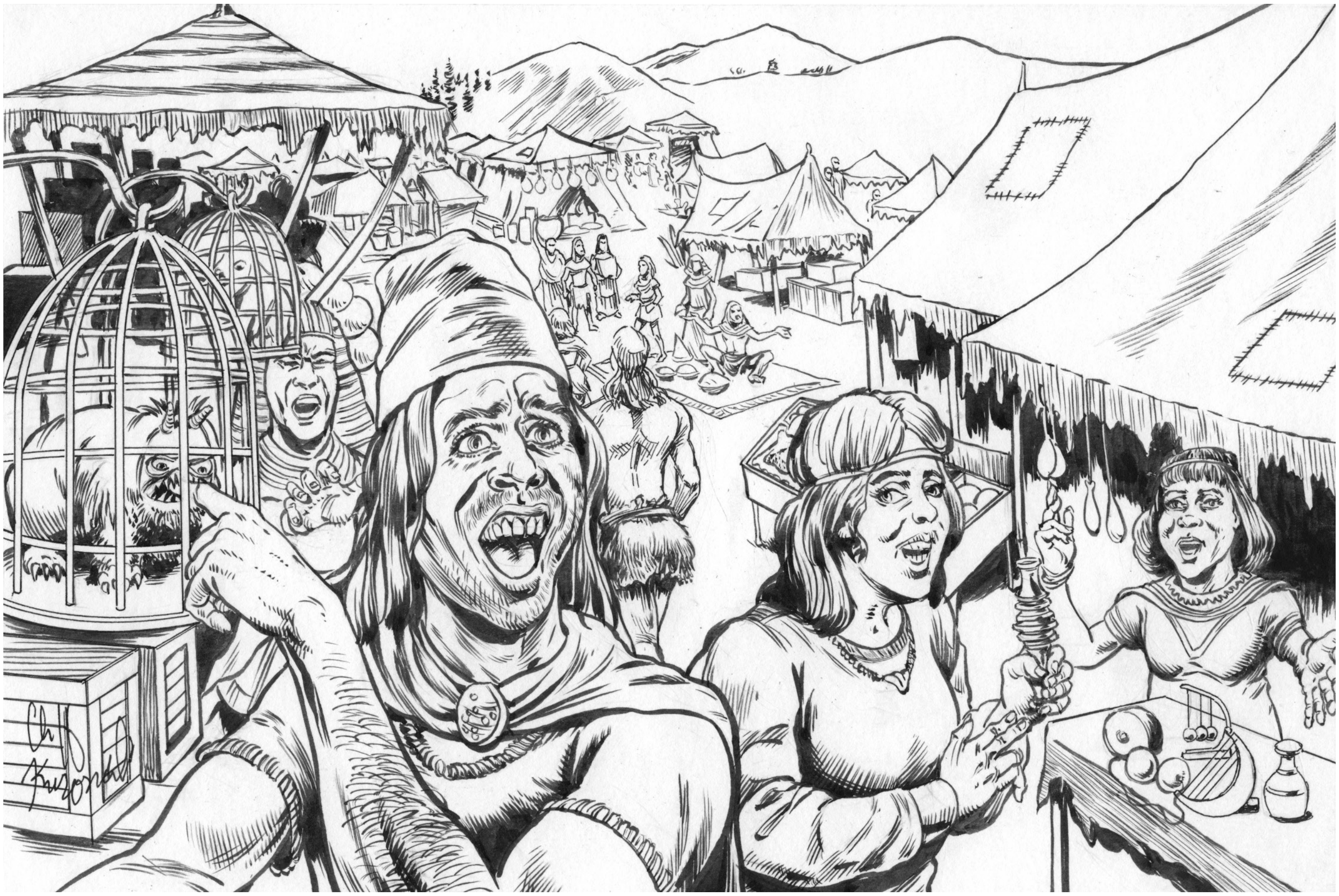
The dungeon itself is wracked with earth tremors and begins to collapse two hours after the defeat of the lich, starting with the 4th level and working up at a rate of one level per hour. Thus, the entire complex collapses in six hours. Only the two towers will remain standing with their tops poking above the ruined countryside.

At this point, the only way out of the Dark Tower once the dungeon caves-in is through the use of powerful magic.

The End! Or is it? Considering the history of the dungeon, it's not long before the digging starts again…

CHAPTER NINE

THE LOSTLANDS



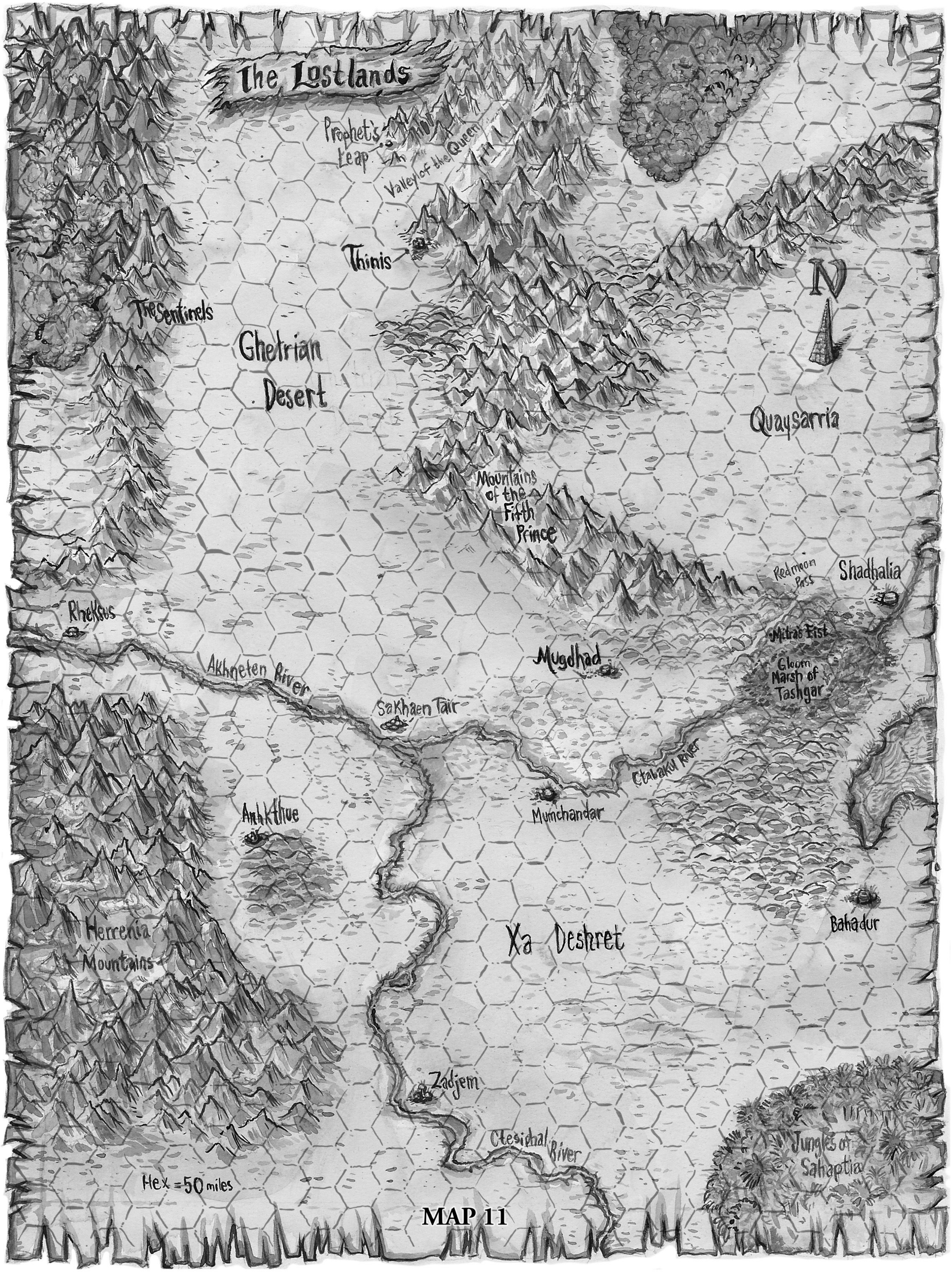
Once one of the cradles of civilization, the scattered realms that comprise the Lostlands are but shadows of the mighty empire that brought them to life. Although the Sphinx Emperors have been gone for eons, their legacy lives on—virtually all of the tribes and nations in this desolate region remain entwined with the past in some manner or another. Travelers from the North have always found that journeying to the Lostlands is akin to stepping through a portal in time—the majestic buildings in these exotic lands are all centuries old, the poetry and paintings are products of artists long deceased, and the laws and traditions, to be charitable, are barbaric and primitive. The rest of the world has moved toward the Age of Man; the Lostlands, primal and savage, have not.

Map 11 depicts the Lostlands Region.

QUAYSARRIA

Better known as the Bazaar of Quaysarria, this traveling nation is perhaps the best-known kingdom of the Lostlands. While this is primarily due to the fact that the merchant kingdom is the least dangerous and most welcoming of all the nations of the Lostlands, it also has to do with its location. Located in the "no-man's land" between the Ghetrian Desert and the Vermilion Steppes, the ever-changing borders of Quaysarria fall squarely between the Northlands and the Lostlands. As such, it is fairly accessible to travelers, unlike the rest of the region. Additionally, this accessibility makes the nation one of the few reliable sources of information about the Lostlands that is available to the remainder of the world.

The kingdom is only a nation in the loosest sense of the word. Mainly, Quaysarria consists of a few of the northernmost cities of the Old Khonsurian Empire, now ruled


The Lostlands
Prophet's Leap
Valley of the Queen
Thinis
The Sentinels
Ghetrian Desert
N
Quaysarria
Mountains of the Fifth Prince
Redmoon Pass
Shadhalia
Rheksus
Mitra's Fist
Gloom Marsh of Tashgar
Mugdhad
Akhneten River
Sakhaen Tair
Ctabaku River
Munchandar
Ankkthue
Herrenia Mountains
Xa Deshret
Bahadur
Zadjem
Ctesiphal River
Jungles of Sahaptia
Hex = 50 miles

MAP 11

by humans and united by a single but powerful thread. That thread is the famous traveling Bazaar of Quaysarria, which travels throughout the steppes and the deserts of the region. The cities tend to act as resting points for the bazaar, or places for the bazaar to seek refuge should it find itself under attack.

Quaysarria is ruled by the Emir Sha Abbas, who travels with the bazaar, and rarely visits the capital of Shadhalia. Affable and never without a smile, the emir is an incredibly successful merchant with nerves of steel and an iron will—few other mortals would be capable of negotiating trade terms with the likes of Gorhgijesk and Djeser al-Maqqara, and fewer could negotiate deals that proved profitable. Part of the deals negotiated with all of these various places in the Lostlands and the Northlands are non-aggression treaties, making the bazaar a veritable traveling safe haven (apart from the occasional attack by a rogue Vermilion tribe). It is not uncommon for kings and queens from faraway warring nations to make their peace under a pavilion tent in the traveling Bazaar of Quaysarria.

The bazaar is a place where nearly anything in the known world can be bought or sold. The few exceptions to this are slaves and black magic. This is not because of any sense of morality, though—it is more the result of negotiated deals with Djeser al-Maqqara and with the halflings of Gadjarria, who respectively own the markets on such items. Much of the bazaar's success is due to the wide variety of merchants who travel thousands upon thousands of miles to reach it, particularly during the Seven Days of Gold. However, the Emir Sha Abbas often sends his own merchants through the world to look for new goods to buy or sell. This inadvertently gives the bazaar yet another valuable commodity: information. A local proverb in Quaysarria says, "If someone in the world whispers a secret, someone in Quaysarria knows what it is."

XA DESHRET

From the ashes of the fallen Khonsurian Empire came the land of Xa Deshret, "the waiting kingdom." The ruined cities built by the slaves of the Sphinx Empire are still filled with the descendants of their most loyal servants: the nalvor. While the deadly sands of the Ghetrian Desert swirl about this desolate region, the nalvor continue to maintain the ancient cities and buildings exactly as their former Sphinx masters once left them. Xa Deshret has little interest in the rest of the world, and apart from the infrequent merchant caravans that are sent north for necessary supplies, it has relatively little contact with the rest of the world, including the other kingdoms of the Lostlands.

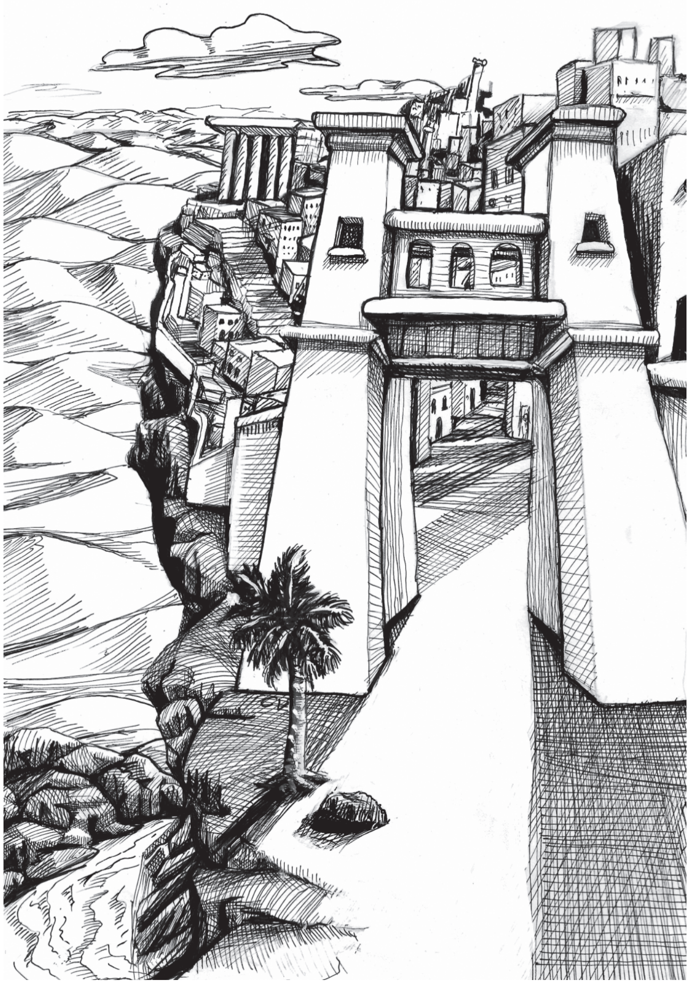
The nalvor are a quiet, patient people, content to exist in isolation from the rest of the known world. However, this does not mean that they are gentle, as would-be invaders have learned to regret over the centuries. They believe themselves to merely be the temporary caretakers of the Empire, awaiting the return of their Sphinx masters. Anyone or anything that could potentially threaten the Empire—or the return of the Sphinx—is a threat that must be dealt with swiftly and without mercy. The nalvor were once the most feared foot soldiers of the armies of the Sphinx; their descendants are equally skilled with both bow and blade, and equally as ruthless on the battlefield.

Xa Deshret is ruled over by a democratically elected Senate, which consists of one hundred members elected from the various communities of the desert nation. These elections occur every three years, on the eve of the Thirdstar festival. Whenever a new Senate is elected, its members choose a new steward, who serves as acting regent of Xa Deshret in the absence of the Sphinx Emperors. The Senate—under the guidance of its Steward—oversees all of the laws and the functions of the kingdom, ranging from the most trivial matter to the most important.

Despite this power, the specter of the old Sphinx Emperors looms ominously over the shoulder of the Senate. Before the Senate commits to any decision, they always must first determine if their decision would have been acceptable to their former masters. This requires poring through the texts of the Libraries of Zadjem for precedents and interpretations of centuries-old law, a task that can often cripple the entire nation for the most trivial of reasons. All of the efforts of the nalvor for the past several centuries revolve around a single, unyielding belief: Their departed Sphinx Emperors are about to return, and the Khonsurian Empire will return to its former glory upon this return. This belief has led the nalvor to merely maintain Xa Deshret as it once was, rather than moving on and leading their nation into the present. Much of this obstinate belief is due to the nalvor's collective refusal to believe that their masters would ever desert them; however, this is also due to a prophecy known as the Shadhalian Codex, which speaks cryptically of a "return of ancient kings."

There are three main castes in the society of Xa Deshret, which are remnants from the slave era of the nalvor: the Hand, the Fist, and the Word. The Hand, which represents the majority of Xa Deshret's populace, are the workers—they work the farmlands, work the mines, and tend to the more brutal physical tasks that comprise the lifeblood of Xa Deshret, just as their ancestors once did.

The Fist are the warriors of Xa Deshret. Although not large in number, these warriors are ruthlessly efficient, and have been known to defeat hosts triple their size upon the field of battle. Perhaps the most unusual aspect of these warriors is that they have no conventional generals or leaders—the warrior caste is trained instead to obey the rules of war taught in a famous Khonsurian text, *Seven Songs of Blood and Honor*. Warriors fight in tight groups called tyraks, and these tyraks are taught to read and react to events occurring



on the battlefield as one. They never retreat or surrender, making them a difficult foe to defeat in combat.

The Word are the scholars, merchants, and learned tradesmen of Xa Deshret. The leading members of the Word caste also usually comprise the members of the Senate. The Word are easily identified by the silk azure robes they wear, and apart from accompanying merchant caravans to foreign lands, they almost never leave the confines of their cities.

CITIES

ANHKTHUE

(Small town, pop. 1,122)

Located in the Sektep region of the Ghetrian Desert, east of the Herrenia Mountains and west of the Ctesiphal River, is the small town of Anhkthue. Situated on the top of a flat mesa, the city is highly defensible with but a single route to the top, along with a 20′ stone wall. There are only two gates, although the underbelly of society knows of several secret ways in via natural caverns that honeycomb the mesa. What dangers lurk in those forsaken passages is only speculated. Its position on the mesa grants it a commanding view of the surrounding windswept dunes.

Anhkthue thrives on trade being en route from Rheksus to the north and Zadjem to the south. The city boasts a bustling market quarter with open air stalls that sprawl for several city blocks, and a high proportion of inns and other facilities for caravans. The markets are renowned for two things: an array of local foodstuffs, such as handheld minced meat pies and succulent cacti berries, and fine steeds. Impressive herds of these prized hardy stallions roam in the nearby hills to the south. They are captured and broken by a "guild" of experienced handlers and made ready for transport to distant markets.

BAHADUR

(Small town, pop. 2,890)

Once a mighty military outpost for the Khonsurian Empire, this barren town is all but abandoned, occupied by a handful of grain mills and a few smithies, which support the basic needs of the wandering tribes of the Gadjarria. Most of the stone buildings of the old city have been torn down and used to reinforce the walls surrounding it. When the united tribes convene during the summer months, they instead choose to put up their pavilion tents in these clearings, rather than use the few remaining abandoned buildings.

The only building of significance in Bahadur is a giant fortress, made of black marble walls and standing nearly 50′ tall. Even though no nomad has set foot in the fortress for nearly a thousand years, its gates remain locked, and fires still burn brightly inside of it. The old Khonsurian histories speak of the Black Fortress of Necherophet, where the Pharaoh Senakhet was murdered by his brother Novurath, who usurped his throne and took his crown. The ghost of the slain Pharaoh is said to endlessly walk the corridors of the Black Fortress in search of vengeance and blood. Though there is no proof in the written histories, the Black Fortress of Necherophet and the abandoned fortress at Bahadur are thought to be one and the same.

MUGDHAD

(Small town, pop. 3,113)

The remote town of Mugdhad lies near the south-eastern extent of the Ghetrian Desert, huddled below a series of hills that eventually rise into the Mountains of the Fifth Prince to the north. The settlement grew around an oasis during the Khonsurian Empire's height, supporting shadowstone mines in the nearby mountains. Though those mines have long since been abandoned, occasionally small quantities of the rare metal make their way here via intrepid (some say foolish) prospectors.

In the centuries since Khonsuria's fall, the once-bustling community shrank from nearly 8,000 souls to its current population of just over 3,000. Today, the town's most sought-after commodity is "Hulwah," a sweet-smelling salve fashioned from fermented fruit and insect larva. The community also produces quantities of millet, copper, and a modest selection of manufactured goods.

For most of the last half-century, Mugdhad was governed by Tharikadh, an ireful human despot and secret devotee of Ankharet, the cursed Sphinx Queen who once ruled Khonsuria. Tharikadh controlled all aspects of life in the town, supported by his squads of brutish thugs. A year ago, Skabhet, a charismatic elf, arrived and usurped control of the town with the help of Set cultists. Skabhet, in truth, is a monstrous Son of Set, bent on extending the evil god's influence across the Ghetrian Desert and Xa Deshret.

PROPHET'S LEAP

(Hamlet, pop. 26)

The settlement called Prophet's Leap seems little more than a temporary arrangement of merchant's tents, traveler's bedrolls and a few dusty shacks, but it has been in existence for several centuries. Some of these tents have been pitched here for decades, serving the needs of those who seek counsel from Khubsheth the Prophet and those who merely seek to explore the mysterious Barren Hills that lie between the mountains and the Great Desert. Other tents serve the needs of the bandit tribes who occasionally emerge from the hills to sell their brutally acquired wares.

Though there is no accepted authority here, no mayor or council of elders, all who dwell here pay heed to the rare pronouncements of the Sphinx Prophet, and most pay at least lip service to the advice of the lesser prophets who periodically wander out of the Barren Hills. Most matters in the town are handled by those who are personally involved, through negotiation, violence, or bribery. The occasional affair affecting several people or the town as a whole is usually taken to the nearest available prophet for adjudication, though interpretation of the prophet's words can become a problem all its own. The bandits who rove the Barren Hills regard Prophet's Leap as neutral ground and consequently deal harshly with any outside force that attempts to assert control over the settlement.

The town's name comes from the rock found in the center of Prophet's Leap. A minor artifact appearing as an ordinary boulder protruding from the dry ground, the Stepstone has two human footprints imprinted at the top, as though someone had softened the stone and then leapt from the top. The residents of the town claim that centuries ago, a wise man and his followers came to speak with Khubsheth. After several days of consultation, the wise man was seized with the gift of prophecy and became the first of the Barren Hills prophets. This wise man spent many days prophesying from atop this stone, before leaping from it directly into the heavens. As the crowd stared wonderingly upward, a passing merchant, noticing the throng of potential customers, quickly set up his tent and began selling things to them. This was the beginning of Prophet's Leap.

The population of Prophet's Leap rarely grows beyond 100, unless several caravans stop here at the same time. Most of the time there are only 20 or so people here: a few pilgrims waiting to see Khubsheth, a traveler or two stocking up before venturing into the hills, or perhaps the occasional mystic or scholar engrossed in studying the borders of the Barren Hills can be found here.

RHEKSUS

(Small city, pop. 16,745)

Further down the Akhneten River is the city of Rheksus, located at the feet of the Mountains of the Fifth Prince. Rheksus is home to many silver and copper mines, which worm their way deep below the mountains. It is also a center for Xa Deshret's trade routes, with an impressive port that acts as a central link between the Lostlands and the civilized world.

Because there are few nalvor miners to extensively work the many older Khonsurian mines, the hills surrounding the city are rife with bandits and thieves seeking to exploit the available riches. Many of the bandits are from the Devil's Cauldron. The imperial roads outside of Rheksus are extremely dangerous, making passage by boat the only safe way in and out of the city.

SHADHALIA

(Large town, pop. 7,220)

A veritable ghost town for much of the year, this desert river city comes to life at the start of spring, when the swollen banks can support peak river traffic. The Quaysarrian town hosts a festival known as the Seven Days of Gold. During this time, merchants and ships from around the world come to Shadhalia, bringing all their goods with them. The seven-day festival is perhaps the largest market in the world, allowing goods from every corner to be freely bought and sold. Anyone in the world may participate in this market festival; however, all merchants must pay a festival tax in order to enter the city, making the bazaar handsomely rich for seven days. Besides its share of merchants, the festival also attracts plenty of cutpurses and pirates, who lurk outside the city … and who often sell the ill-gotten goods stolen from these merchants back to the emir for a finder's fee.

SAKHAEN TAIR

(Large city, pop. 31,520)

The capital of Sakhaen Tair is built near a vast canyon called Nhalo's Scythe, through which the mighty Akhneten

River flows. An ingenious system of mystical aqueducts diverts sections of the river upward into the city, providing it with plentiful water for both the city and its surrounding farmlands.

Orkhon II is steward of Xa Deshret and has ruled it well for nearly three decades, protecting the remains of the Sphinx Empire from the savagery of the Vermilion Tribes and the ever-growing menace of Gorhgijesk and Rhaz al-Khali. While he respects the old ways and beliefs of the nalvor, he privately does not believe that the Sphinx Emperors will ever return to his homeland. With the dwindling of Xa Deshret's current resources, and with growing interest by foreign traders in his kingdom, Orkhon II is struggling to move Xa Deshret into a position of strength in the world. He is a savvy and intelligent politician but knows that to push a position of progress too hard with his countrymen is to risk civil war.

Sakhaen Tair is also home to several tombs of the ancient Sphinx Emperors. The perimeter of the city is surrounded by a circle of twelve pyramids, each of which is gilded in gold. These pyramids, commonly known as the First Twelve, are the final resting places of all the Khonsurian Emperors from the First Dynasty. Although looted centuries ago by daring bandits, the remains of these emperors still rest within the pyramid walls. Some say that the emperors never truly died, but instead exist in un-dead torment. They wander restlessly between the pyramids, searching for peace in the underground catacombs that connect all of their tombs.…

ZADJEM

(Small city, pop. 6,844)

Oldest of the cities of Xa Deshret, Zadjem is located near the oases of Sheshat-Semet. It hosts the legendary Imperial Libraries of Khonsuria, which are reputed to contain the rarest and oldest books in the world, some of which date back to the Age of Dragons. Scholars and sages from the far reaches of the world have made pilgrimages to Zadjem in search of the libraries and the forgotten secrets held within their walls. It is unknown if these pilgrims ever find what they seek, though—the libraries are reportedly guarded by a mysterious iron creature known only as the Keeper, and those who enter the ancient building never come out again.

In addition to the libraries, Zadjem is known for its production of exotic spices and herbs. These spices, which are said to be created with arcane influences, are much sought after in the high courts of the Northlands by rich nobility. Some are also reputed to be highly addictive and have in recent times begun to make the coffers of Xa Deshret full of gold coins again.

GEOGRAPHIC FEATURES

AKHNETEN RIVER

This majestic river is the gateway to the Lostlands. Reaching out almost two thousand miles from the Warriors' Gate, the Akhneten cuts deeply into the heart of the Ghetrian Desert, where it finally splits into the Twins. Both deep and wide, the river is easily able to support the largest of ocean-faring merchant ships, making it the primary lifeline between the Lostlands and the rest of the world.

CTESIPHAL RIVER

The muddy, sluggish Ctesiphal River is one of the Twins, a pair of rivers that cut through the Ghetrian Desert. Its origins are deep in the jungles of Sahaptia, a natural lake called the Ukhorvus Nuur. Every spring, the Twins flood, depositing nutrient rich sediment along the banks of the rivers creating a thin strip of fertile farmland for the small communities willing to eke out such a miserable existence.

CTABAKUL RIVER

The Ctabakul River is one of the Twins that, along with the Ctesiphal River, cuts through the Ghetrian Desert. The river winds its way through the Vermilion Steppes and Quaysarria, originating from the foothills of the Kitezhan Mountains. It passes through the fell Gloom Marshes of Tashgar, and then through the broken lands before joining with the Ctesiphal River near the capitol Sakaen Tair.

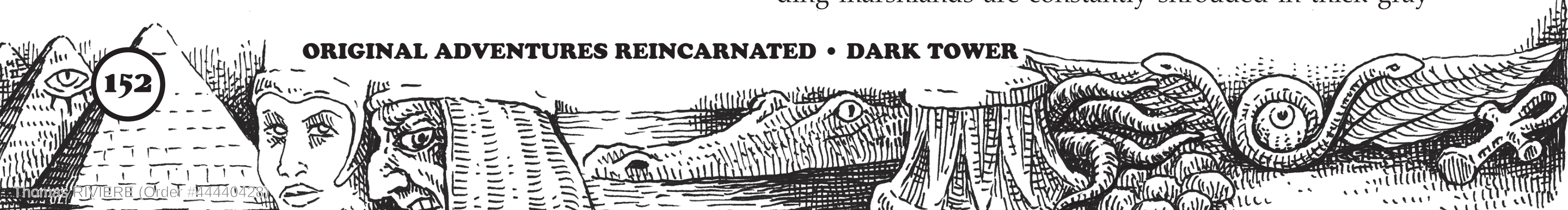
GHETRIAN DESERT

The vast stretches of the Ghetrian Desert (also called the "Great Desert" by locals of the region) encompass nearly all of the northern regions of the Lostlands. Once but a fraction of its current size, the desert has grown tremendously since the fall of the Sphinx Empire, creating a fiery wasteland in what was once a tropical paradise. The nalvor of Xa Deshret stubbornly believe that the growth of the desert is a parting curse from their departed Sphinx Emperors, and that the desert shall retreat and wither once the Sphinx return.

In additional to the abandoned cities of the Khonsurian Empire and the nalvor, the Ghetrian Desert is also home to wandering tribes of human and halfling merchants. These merchants traverse the majority of the Lostlands, and perhaps have a better perspective upon the entire Lostlands than any of the other creatures that live there.

GLOOM MARSHES OF TASHGAR

Lying due east of the Valley of Xyr Muthal, these forbidding marshlands are constantly shrouded in thick gray



mist. Zombies and skeletons wander aimlessly through the outskirts of these marshes, attacking travelers along the few roads that come near this dangerous place.

The Gloom Marshes are also home to many vile reptilian creatures, including large barbaric tribes of lizardmen. These lizardmen make occasional raiding forays to the north, but for the most part keep to themselves.

HERENNIA MOUNTAINS

Warring tribes of giants and trolls inhabit these tall, imposing mountains, which are located in the northern regions of Morena Nova. In recent years, the giants have also constantly raided the human settlements located near the base of the mountains, turning these villages into ghost towns.

The northernmost parts of the Herennia Mountains serve as the ancestral home of the dwarven kingdom of Taijin, who keep mostly to the tallest of the mountains, Mount Raiju.

JUNGLES OF SAHAPTIA

This region of mighty jungles sits along the southeastern border of Xa Deshret. The jungles are well known throughout the world for their legendary darkfyre trees, which grow as tall as 400′ in height and often have a diameter of 50′ or more. Wood from the darkfyre trees is highly coveted by shipbuilders, who claim that the wood can be used to build warships twice as strong and as fast as a normal ship. Loose bands of evil treants skulk about the jungle, making the cutting and cultivation of darkfyre trees difficult for ambitious timber merchants.

However, this jungle region is perhaps most infamously known as the home of the pteral race—hideous insect-like humanoids with a voracious appetite for the flesh and blood of humanoid creatures. The pterals live in giant blood-red hives, which either hang from the darkfyre trees or have been built inside the ruins of Khonsurian temples standing on the outskirts of the jungle. Although the pterals mercifully stay dormant for long periods of time—usually for seven years—at the end of this hibernation, they emerge in a feeding frenzy, annihilating everything within several hundred miles of their blood hives. According to the written histories in Xa Deshret, the Sphinx Emperors once were able to keep the wasp-men at bay. However, the secret to this success has been long forgotten, and with each awakening, the reach of the pterals edges ever closer to the rest of the civilized world.

MOUNTAINS OF THE FIFTH PRINCE

Effectively the main barrier between the Lostlands and the Northlands, the Mountains of the Fifth Prince stretch across the entire continent, connecting the Empyrean Ocean to the Twisted Sea. The Mountains of the Fifth Prince are named for Djedkara the Bold, a sphinx and imperial prince who was the predecessor to the Great Queen Ankharet. Djedkara, who died under mysterious circumstances, is said to be buried along with three other Sphinx Kings somewhere in the mountains, in a series of connected tombs called the Nekropolis Magna.

The Mountains of the Fifth Prince are also home to roving tribes of gnolls, which frequently raid the nalvor settlements that lie near the base of this range. The few mountain paths that cut through the Mountains and connect the Lostlands to the southernmost regions of Saramathia are well hidden and known only to a few daring guides.

REDMOON PASS

This trade route cuts through the hilly region between the mighty Mountains of the Fifth Prince and the stinking soggy Gloom Marshes of Tashgar. See Chapter 10 for more information on the Redmoon Pass.

THE SENTINELS

The Sentinels is a small range of jagged peaks that stretch from the Lirean Sea before the constant ravages of the Ghetrian Desert to the south. These mountains edge the lush Gherdian Forest, which benefits from moisture-laden cloud cover from the southern reaches of the Lirean Sea. The western side of the mountains is productive and verdant, while the eastern side is barren and dry, constantly buffeted by the Ghetrian Desert winds. The western side is diverse with fauna and flora, while the eastern side is devoid of most life, save a hardy weed called xalus and a sure-footed shaggy mountain goat that frequently reaches the size of a draft horse.

VALLEY OF THE QUEEN

The Valley of the Queen lies just inside the borders of the Barren Hills, about five miles from Prophet's Leap, a nearby human hamlet. As the dry earth of the wastes begins to rise into the rocky hills, a narrow valley cuts into the stony hillside. The valley itself stretches for many miles, with steep walls that rise hundreds of feet. A few hardy bushes dot the floor of the valley.

In the center of the ravine stands an ancient statue of a crowned sphinx, slightly worn from millennia of desert winds but otherwise unmarked. The colossal sculpture stands 150′ tall, 75′ wide and 300′ long, and is made from a strange gray stone that seems almost luminescent in the bright sunlight. The stone is unlike any native to this area, and the workmanship is extremely fine. When darkness falls, the statue glows slightly, enough to illuminate the entire valley as if by torchligh

CHAPTER TEN

REDMOON PASS

The original Dark Tower adventure begins in the Village of Mitra's Fist, but the author provided a map of the Redmoon Pass and hinted that the characters should make their way to the village from distant lands based on rumors and information. For the conversion of Dark Tower, we have taken that wilderness map and further developed it, first presenting wandering encounters in the region, and then a description of several keyed locations to be used as inspiration for other adventures.

Map 12 depicts Redmoon Pass and the environs.

WANDERING ENCOUNTERS IN THE REDMOON PASS

For every hour of travel through the Redmoon Pass, a wandering encounter occurs on a 1-in-6 chance. If an encounter is indicated, roll 1d12 and consult the table below to determine the encounter.

d12 Roll	Encounter
1	Caravan
2	Griffons
3	Giant Scorpions
4	Desert Elemental
5	Roc
6	Hobgoblin Warband
7	Rock Baboons
8	Cyclops
9	Hermit
10	Chimera, Prime
11	Hill Giants
12	Pilgrims

REDMOON PASS WANDERING MONSTER DESCRIPTIONS

CARAVAN: The Redmoon Pass is busy with trade between the Ghetrian Desert and the fertile plains to the northeast. The most efficient way to move these goods is via caravan trains with guards. Caravan leaders are wary of travelers and begin all encounters indifferently. If convinced of good intentions, the characters are welcome to join if going in the same direction, or share camp (if the day wanes) if traveling in the opposite direction. There is safety in numbers while in the pass.

A typical caravan includes:

- 1d6+4 wagons
- 2d6+4 riding horses (60%) or camels (40%)
- 1d4+2 human merchants (peasants)
- 1d4+2 human drovers (peasants)
- 2d8 caravan guards (men-at-arms)
- 1d6 **mercenaries** (see Appendix B)

Caravans haul a variety of trade goods. If you need to determine the contents of the wagons, use the following table.

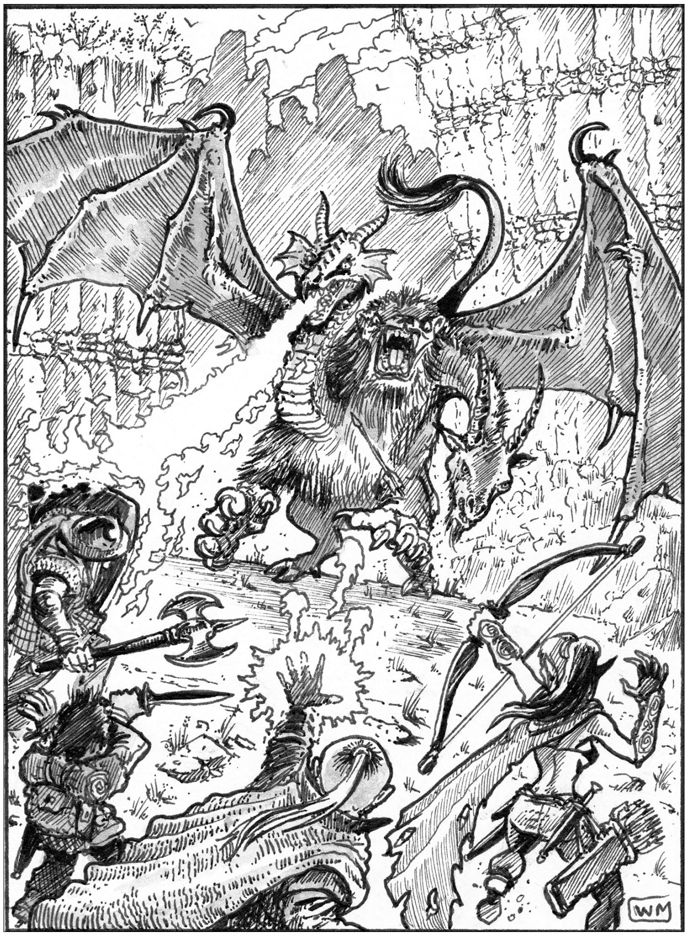
d8 Roll	Trade Commodity	Value (per wagon load)
1	lumber, cut	200 gp
2	herbs and spices	600 gp
3	weapons, bundled	475 gp
4	salt, casks	300 gp
5	wine, casks	400 gp
6	bolts of silk and fancy cloth	500 gp
7	hardy fruits and nuts	150 gp
8	pottery, glassware, woodcarvings	300 gp

Man-at-arms (2d8): Init +0; Atk handaxe +1 melee (1d6); AC 14; HD 1d8; hp 6 each; MV 25'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL L; Crit III/d6.

Mercenary (1d6): Init +4; Atk longsword +4 melee (1d8+2) or dagger +4 melee (1d4+2) or +4 missile fire (1d4); AC 15 (studded leather & shield); HD 2d8+6; hp 15 each; MV 30'; SP skilled combatant (reroll 1s on damage rolls); Act 1d20; SV Fort +3, Ref +4, Will +1; AL C; Crit 19-20 III/d8.

Peasant (1d4+2): Init -2; Atk club -1 melee (1d4-1); AC 9; HD 1d4; hp 2 each; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL N; Crit I/d4.

CHIMERA: The prime chimera Kaliphishaar (see area F) maintains a hidden lair in a hard-to-reach cave in the Redmoon Pass. The monstrosity ranges far and wide to hunt and prevent sentient creatures from discovering his modest hoard. He opens any attack with his breath weapon,



before wading into melee with a bite/horn/claw routine. If reduced to 15 or fewer hit points, he flees in the opposite direction of his lair, before doubling back to lick his wounds.

CYCLOPS: Gorgos is a wandering male cyclops having a bad day. He dropped a rock on his toe, he misplaced his favorite possession (a shrunken hobgoblin head), and to top it off, he suffers from a severe case of "Itch Eye" as he calls it, which has left his single eye bloodshot red and irritated. As such, he attacks with his huge club (actually, a massive tree limb) immediately with a +1d bonus to attack and damage rolls for the first three rounds. After 1d4+1 rounds of working out his frustrations, a successful DC 13 Personality check can convince Gorgos to stand down. If the characters can relieve his eye ailment (e.g., through *laying on hands*), they gain a friend, a half-eaten raw giant vulture leg, and a chunk of red crystal (worth 2 gp) that Gorgos claims is priceless.

Gorgos (cyclops): Init +0; Atk huge club +8 melee (1d8+4); AC 16; HD 5d8+5; hp 35; MV 40′; Act 1d20; SP true sight; SV Fort +6, Ref +1, Will +4; AL C; Crit M/d10.

True sight: Cyclops eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

DESERT ELEMENTALS: This group of seven small **desert elementals** are on an important errand for a wizard, but they keep getting distracted by pulling pranks on travelers, and each other. One carries a gold scroll tube (worth 250 gp), and the others keep trying to grab it. The scroll tube is protected with an explosive *rune* (3d6 damage to all in a 10′ radius, flammable matter ignites) which explodes if not dispelled before opening. Inside is a document of some importance, at the judge's discretion. This could be a treaty between two warring factions, a map to a fabulous treasure, the instructions to destroy an artifact, or a recipe for a delicacy to impress a distant sovereign.

These elementals are too small to pick up an opponent.

Elemental, desert (7): Init +8; Atk slam +8 melee (1d6) or hurled object +8 missile fire (1d5, range 100); AC 16; HD 4d8; hp 18 each; MV fly 50′; Act 1d20; SP cyclone form, blistering heat, elemental traits; SV Fort +6, Ref +10, Will +6; AL N; Crit M/d10.

Blistering heat: Every round spent in contact with a desert elemental in cyclone form inflicts 1d3 points of heat damage, as well as the effects indicated above.

Cyclone form: Desert elementals are living gusts of wind. When calm they are no more than gentle breezes, nearly invisible in the open air, but when angered they manifest as whirling vapor, swirling clouds, and glowering cyclones. Desert elementals always fly and can carry human-sized creatures within their winds. They are known to pick up their opponents (opposed Str check, treating elemental as Str 22 (+5)) and drop them from great heights (1d6 damage per 10′ fallen). In combat they lash out with buffeting winds or pick up nearby objects and hurl them as high-speed projectiles. Once per hour, a desert elemental can take a round to whip its winds into a full fledged cyclone. On the second round, after the cyclone is formed, the elemental transforms into a reverse cone, 10′ wide at the bottom and up to 50′ tall, with a width equal to its height. The cyclone lasts only 1 round, but during that time, everything touched by the elemental's normal course of motion takes 8d6 buffeting damage.

Elemental traits: Elementals are impervious to non-magical attacks and can be controlled by a wizard casting the proper spell (p. 411, DCC RPG).

GIANT SCORPIONS: The characters wander too close to a nest of 1d5+1 **giant scorpions**. The stinging horrors attack and fight until defeated.

Scorpion, giant (1d5+1): Init +3; Atk claw +12 melee (1d10+4) or sting +7 melee (1d6+2 plus poison); AC 18; HD 12d10+12; hp 78 each; MV 50′, climb 30′; Act 3d20; SP poison (DC 15 Fort save or death in 1d4 rounds); SV Fort +9, Ref +4, Will -2; AL N; Crit M/d20.

GRIFFONS: A flight of 1d4 **griffons** wings overhead. They ignore the characters unless they are traveling with four or more horses or camels. They silently dive, using the sun behind them to attack somewhat with surprise, targeting a few pack animals. These griffons live in the canyon to the west (see area C).

Griffon (1d4): Init +2; Atk bite +9 melee (2d6) and claw +5 melee (1d6); AC 17; HD 7d10; hp 40 each; MV 30′, fly 80′; Act 2d20; SP none; SV Fort +7, Ref +8, Will +4; AL N; Crit M/d12.

HERMIT: A solitary human figure, shrouded in dusty white robes silently makes his way through the wilderness. He carries a gnarled walking stick, a waterskin, and a simple pack with trail rations. The hermit is cordial, and willing to share camp with the characters. He speaks in metaphors and anecdotes. The hermit could be a source of valuable information, and is willing to share for a bit of fresh food, and topping off his waterskin. The true identity of the hermit is up to the judge, but he could be (roll 1d4, if desired):

- A wizard of great power.
- A shape-changed dragon.
- A cleric of Set seeking to subvert the party into performing a service on their behalf (judge's discretion).
- An angel veiled as a hermit. The celestial rewards worthy characters (judge's discretion).

HILL GIANTS: These four **hill giant** raiders have set up an ambush. Concealed nearby is a ballista mounted on a cart, tended by two **orc flunkies**. The ambush starts with a ballista bolt being fired into the midst of the characters. It takes one action to load the ballista, one action to aim, and one action to fire. Meanwhile two hill giants charge, while the other two hang back and hurl rocks into the fray.

Giant, hill (4) (12′ tall, 1,200 lbs.): Init -2; Atk club +15 melee (2d8+8) or hurled stone +6 missile fire (1d8+6, range 100); AC 16; HD 8d10; hp 45 each; MV 30′; Act 1d24; SP infravision 60′; SV Fort +10, Ref +5, Will +6; AL C; Crit 20-24 G/d4.

Orc flunkies (2): Init +1; Atk short sword +1 melee (1d6) or ballista +6 missile fire (2d14, range 100-500/1000/1500, requires both orcs to load and fire); AC 14 (studded leather); HD 1d8+1; hp 6 each; MV 30′; Act 1d20; SV Fort +2, Ref +0, Will -1; AL C; Crit III/d6.

HOBGOBLIN WARBAND: A small warband of hobgoblins makes its way from the Ghetrian Desert to the Redmoon Pass, seeking the resident hobgoblins (see area C). These war-like humanoids have heard exaggerated tales of the griffon riders and seek to pledge their allegiance. The band consists of 19 **hobgoblins**, two of whom are massive examples of their kind. When encountered, 10 of the troops fan out and take up positions with arrows nocked in longbows, while the rest led by the larger hobgoblins approach the characters seeking parley. But if they outnumber the characters by 3 to 1 or more, they soon after attack. One captain carries a potion of *giant strength*, while the other has a potion of *growth*. They both use the potions at the first sign of combat. The band has a double locked wooden chest (each captain has one key) that holds 250 pp as a bribe. Without a key, the lock may be opened with a DC 14 Pick Lock check.

Hobgoblin (17): Init +2; Atk longsword +2 melee (1d8+1) or longbow +3 missile fire (1d6); AC 14 (scale mail); HD 1d8+2; hp 7 each; MV 25′; Act 1d20; SP infravision 60′; SV Fort +1, Ref +1, Will -1; AL L; Crit III/d6.

Hobgoblin, large (2): Init +2; Atk longsword +3 melee (1d8+3) or longbow +3 missile fire (1d6); AC 14 (scale mail); HD 3d8+6; hp 20 each; MV 25′; Act 1d20; SP infravision 60′; SV Fort +3, Ref +1, Will +0; AL L; Crit III/d8.

PILGRIMS: Travel through the Redmoon Pass is much safer in larger numbers. Often pilgrims band together for mutual benefit and a common goal. Typical goals include traveling to a sacred site, transporting a holy regalia, or merely spreading their faith. A group of **pilgrims** consists of 4d4 individuals, but there is a 25% chance the pilgrims are led by 1d3 **priests.** Only 10% of the time are they mounted, with an equal chance for a number of riding horses or camels equal to the number of pilgrims plus 1d6. Use the table below to determine the type of pilgrims encountered:

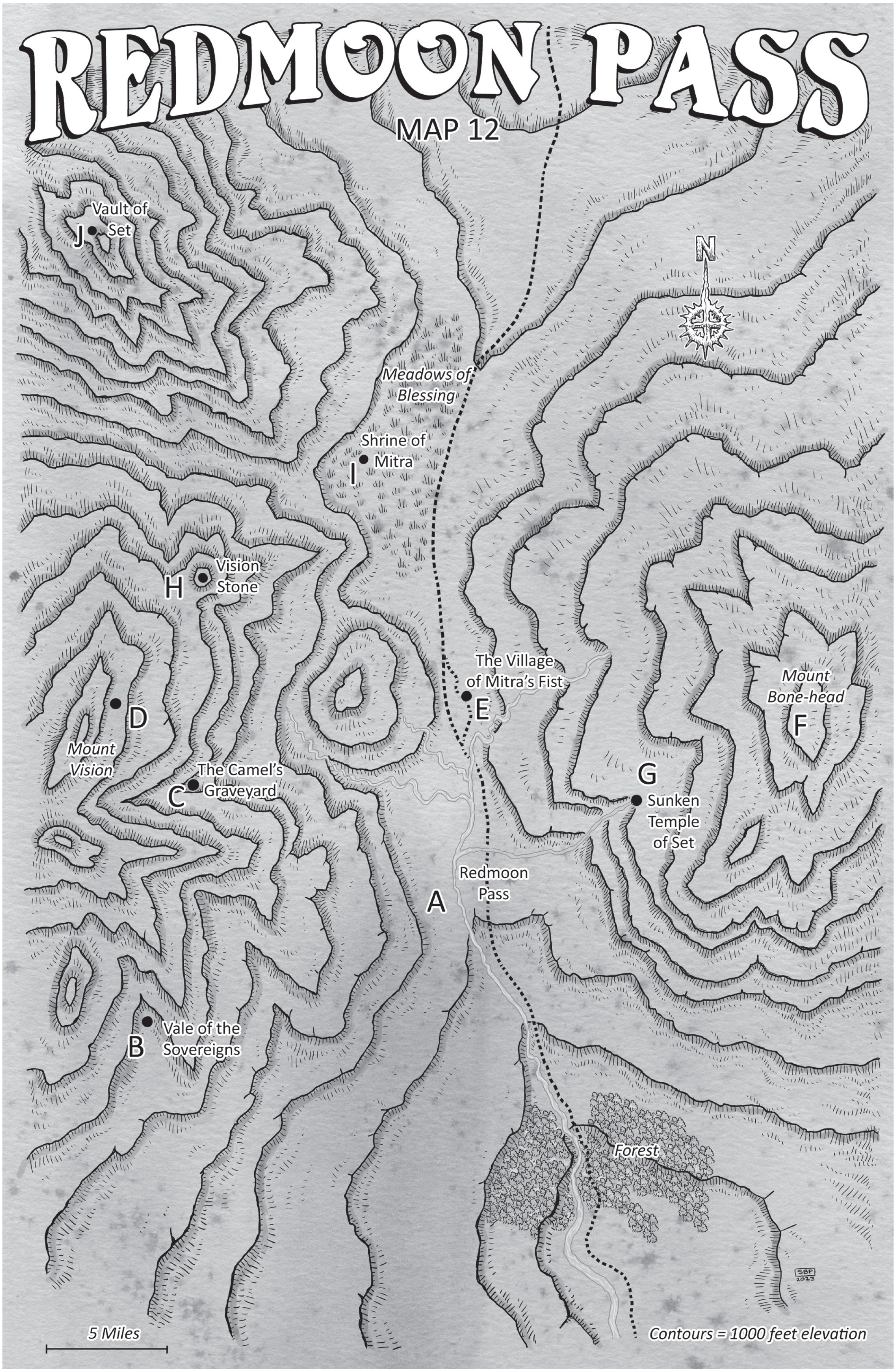
d100 Roll	Pilgrim Type
1-55	Humans (40% chance these are followers of Set)
56-75	Dwarves
76-85	Halflings
86-100	Elves

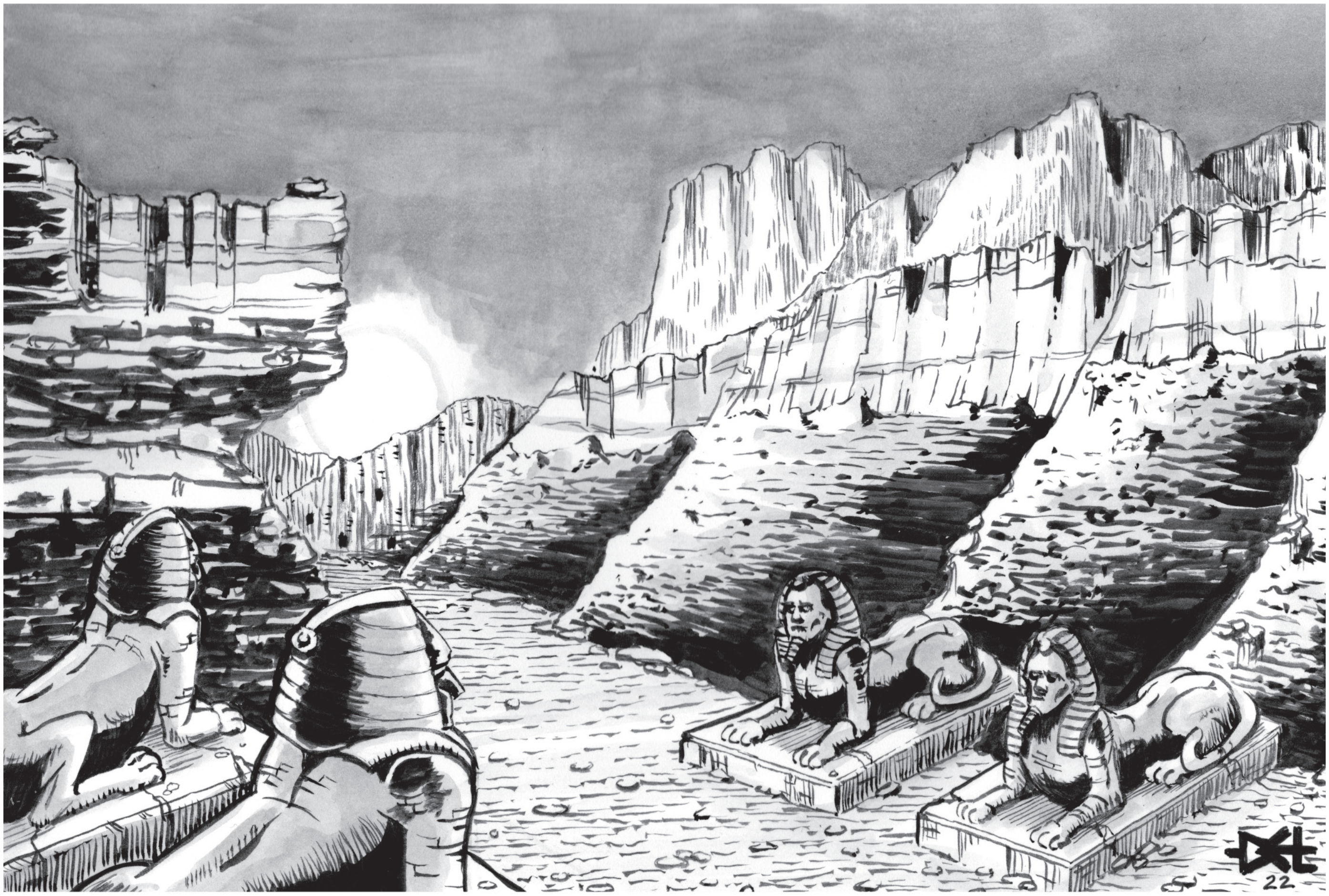
Pilgrim (4d4): Init -2; Atk club -1 melee (1d4-1); AC 9; HD 1d4; hp 2 each; MV 30′; Act 1d20; SV Fort -1, Ref -2, Will -1; AL varies; Crit I/d4.

Priest (1d3): Init -1; Atk mace +1 melee (1d4) or *charm* or harmful spell; AC 11; HD 1d8; hp 5 each; MV 30′; Act 1d20; SP *charm* (1/day), harmful spell (2/day); SV Fort +1, Ref +0, Will +2; AL varies; Crit III/d6.

There is a 30% chance these pilgrims are **bandits** in disguise, led by a **bandit leader** armed with a *+1 scimitar*. In this case, they seek to spring an ambush on any groups they encounter.

Bandit: Init +2; Atk scimitar +2 melee (1d8+1) or javelin +3 missile fire (1d6); AC 15; HD 1d8; hp 5; MV 20′; Act 1d20; SV Fort +2, Ref +2, Will +0; AL C; Crit III/d6.


REDMOON PASS
MAP 12
J Vault of Set
N
Meadows of Blessing
I Shrine of Mitra
H Vision Stone
The Village of Mitra's Fist
E
Mount Bone-head
F
D
Mount Vision
C The Camel's Graveyard
G Sunken Temple of Set
Redmoon Pass
A
B Vale of the Sovereigns
Forest
SBP 2023
5 Miles
Contours = 1000 feet elevation



Bandit leader: Init +2; Atk *+1 scimitar* +3 melee (1d8+2) or javelin +3 missile fire (1d6); AC 17 (leather); HD 1d8; hp 5; MV 20′; Act 1d20; SV Fort +2, Ref +2, Will +0; AL C; Crit III/d6.

ROC: A solitary **roc** (see Appendix B) is on the hunt. It passes high overhead a few times and its shadow may be noticed with a successful Luck check. In 2d3+10 rounds, it attacks the party. If it establishes a grapple with a target, it takes to the wing, and then drops the target once at an altitude of 2d6x10′, inflicting 1d6 damage for each 10′ (natural 6s rolled resulting in broken bones). The roc maintains a hard-to reach nest on the peak of Mount Bone-head.

Roc: Init +4; Atk beak +18 melee (1d12) or claw +18 melee (2d8 plus grapple; target elephant-sized or smaller) or wing buffet +18 melee (2d12); AC 14; HD 15d12; hp 90; MV fly 60′; Act 3d20; SP massive size (+16 to grapple, total +31), terrifying (DC 15 Will save or flee in terror until clear of the roc); SV Fort +1, Ref +3, Will -1; AL N; Crit M/d20.

ROCK BABOONS: The Redmoon Pass is inhabited by loose tribes of **rock baboons** (see Appendix B). These primates are aggressive and bloodthirsty, and occasionally a **rock baboon troop leader** (see Appendix B) rouses 2d4+10 rock baboons that boldly attack any group smaller than its own. If the alpha is defeated, the rest of the tribe scatters.

Rock baboon (2d4+10): Init +4; Atk bite +2 melee (1d5) and claw +2 melee (1d3) or rock +4 missile fire (1d4, range 50); AC 14; HD 1d6; hp 4 each; MV 30′, climb 30′; Act 2d20; SP pack tactic (+1d to attack rolls if partnered with at least one other rock baboon); SV Fort +1, Ref +3, Will -1; AL N; Crit M/d4.

Rock baboon, troop leader: Init +4; Atk bite +2 melee (1d5+1) and claw +2 melee (1d3+1) or rock +4 missile fire (1d4, range 50); AC 14; HD 3d6; hp 15; MV 30′, climb 30′; Act 2d20; SP pack tactic (+1d to attack rolls if partnered with at least one other rock baboon); SV Fort +2, Ref +3, Will -1; AL N; Crit M/d8.

SET ENCOUNTER LOCATIONS IN THE REDMOON PASS (MAP 12)

Redmoon Pass includes several set encounter locations as depicted on Map #12. These are noted with letter codes (A through J). Several of these locations prompt the reader to a different chapter of this book. A few also contain encounter locations with numerous detailed sub-locations and a separate map. The remaining sites are single entries often describing geographic features.

Area A — The Redmoon Pass: The Redmoon Pass cuts through the foothills at the base of the Mountains of the Fifth Prince. It's a popular trade route connecting the Ghetrian Wastes to the extensive dry steppes of Quaysarria, especially in the spring when the population of Shadhalia swells for the Seven Days of Gold festival. Merchants without access to river boats or barges to travel along the Ctabakul River move through the Redmoon Pass to bring wares to and from the traveling bazaars of the roaming folk of Quaysarria. The route is somewhat indirect to Shadhalia, but it avoids the stinking morass of the Gloom Marsh of Tashgar to the southeast. If a caravan train keeps to the established route, the pass can be negotiated in two days of hard travel, with only one night camp.

The Redmoon Pass gets its name from the iron rich surface deposits common throughout the hills. On clear nights of the full moon, the landscape takes on an almost hellish glow observed by travelers when they break for camp under the stars. The terrain is rocky, windswept and mostly dry save for a confluence of rivers that wind their way through canyons to the south and to a small forest. Finding clean water in the northern part of the pass is particularly challenging, forcing the wise traveler to carry their own.

With the exception of patches of vegetation tucked away in secluded valleys (often fed by underground springs), very little flora is found in this barren pass. Likewise, fauna is limited to herds of sure-footed goats, small mammals, and vermin acclimated to dry conditions. The latter occasionally reach gigantic proportions if suitable prey can be procured. The pass is a popular hunting ground to avian creatures, including flying monstrous creatures, that can easily avoid the rugged, unforgiven terrain.

Wandering bands of humanoids are common, including goblins and gnolls that prefer the shelter of the rocky pass as opposed to the unrelenting heat of the desert or openness of the steppes. A single village, Mitra's Fist, occurs along a popular trade route, about halfway between the northern and southern reaches of the pass. Although a wise traveler knows to avoid that forsaken place….

Area B — The Vale of Sovereigns: The Vale of Sovereigns is a canyon located in the southwest part of the Redmoon Pass. This remote location is known only by a few residents in the region. A rarely used road, barely a trail, leads from the main north-south trade route to the vale, but staying on the barely discernible trail is a challenge for even the most accomplished tracker.

The valley floor winds its way through jagged cliffs on both sides. The canyon splits into three primary arms, and then the eastern canyon splits again. During the height of the Khonsurian Empire, kings, queens and other royalty from both the kingdoms of Xa Deshret and Quaysarria were buried in tombs scattered throughout the valley. Over the centuries, some of these dusty tombs have been plundered, but the deadly traps and safeguards present have tallied more victories against tomb raiders. That is due to an ancient enchantment that shrouds the tomb entrances from tomb raiders that are not "enlightened". Of course, the Guardian Sphinx, a massive stone edifice, over 200′ long and 100′ wide, positioned at the mouth of the vale, dissuades most from entering the cursed canyon. Not to mention a forlorn avenue of nine sphinx statues that protect the route to the tombs.

The Vale of Sovereigns is depicted on **Map 13**.

KEY TO THE LOCATIONS IN THE VALE OF SOVEREIGNS (MAP 13)

Area B-1 — The Guardian Sphinx: *An enormous stone carved sphinx, crouched with massive paws stretched out in front of its bulk, guards the way into the vale. The structure is thousands of years old, and although crumbling and weathered in places, it's surprisingly intact.*

Rumor has it the interior is hollow and full of deathtraps, undying guardians, and the secrets of the Sphinx Empire itself. But finding the route into the Guardian Sphinx is a puzzle into itself. The great sphinx can be easily bypassed to access the rest of the vale. But it is whispered that only by passing through the hallowed halls of the great sphinx will all the secrets of the vale be revealed.

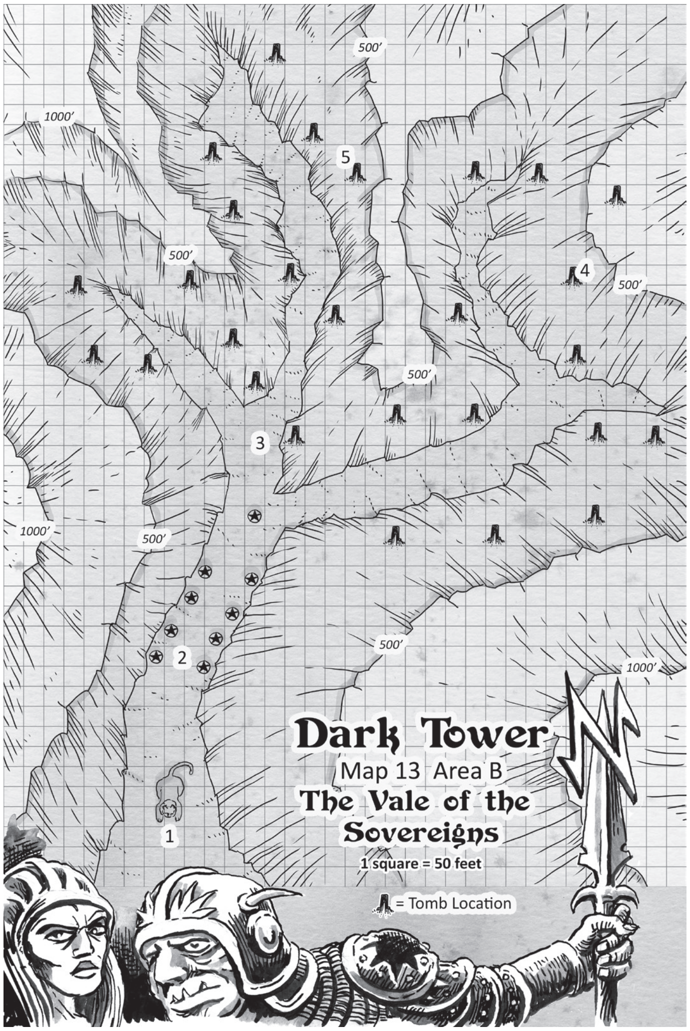
Refer to Chapter 11, *The Secrets of the Sphinx*, for details on the Guardian Sphinx if the characters decide to explore it.

Area B-2 — The Avenue of the Sphinxes: *A few hundred feet past the Guardian Sphinx is the Avenue of Sphinxes. As the vale turns to the northeast, four pairs of stone sphinxes, crouching on smooth granite plinths line the 150′ wide canyon. Each is about 20′ long, positioned about 50′ apart and share the same craftsmanship as the Guardian Sphinx.*

Each of these statues are **stone sphinx living statues** (see Appendix B), shaped like a lion with feathery wings and a falcon-like head. These constructs are tasked with guarding the route to the tombs for those that are not "enlightened" (see Chapter 11, area 9). An enlightened creature can pass freely, although it seems the statue's eyes follow and peer into the depths of their very soul. Any non-enlightened target is immediately attacked.

The ninth sphinx is positioned on a square plinth in the center of the canyon. It sits proud and upright, taking the shape a male dwarven-lion hybrid, complete with a flowing mane and beard. This construct is a **stone sphinx golem** (see Appendix B).

The ninth sphinx supports the other constructs with a roar and uses its true sight to foil magically concealed creatures.



The sphinx guardians pursue fleeing targets throughout the vale, although they can be evaded with flight. These guardians were placed to foil traditional tomb raiders, not powerful spellcasters.

Living statue (stone sphinx) (8): Init +6 (surprise); Atk beak +5 melee (1d8+4) and claw +5 melee (1d6+4); AC 16; HD 6d8; hp 48 each; MV 20′ or climb 20′; Act 1d20; SP surprise, true sight, attacks considered magical; SV Fort +4, Ref -2, Will -2; AL N; Crit M/d10.

Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

True sight: The stone sphinx living statue's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

Golem, stone sphinx: Init +1; Atk claw +10 melee attack (1d10+10); AC 20; HD 12d10; hp 85; MV 30′; Act 2d24; SP golem traits, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled), roar (1/day); SV Fort +4, Ref +2, Will +0; AL N; Crit 22-24 G/d6.

Elemental healing (fire): A stone sphinx golem is healed by exposure to fire damage. When damage is inflicted by fire, the stone sphinx golem is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

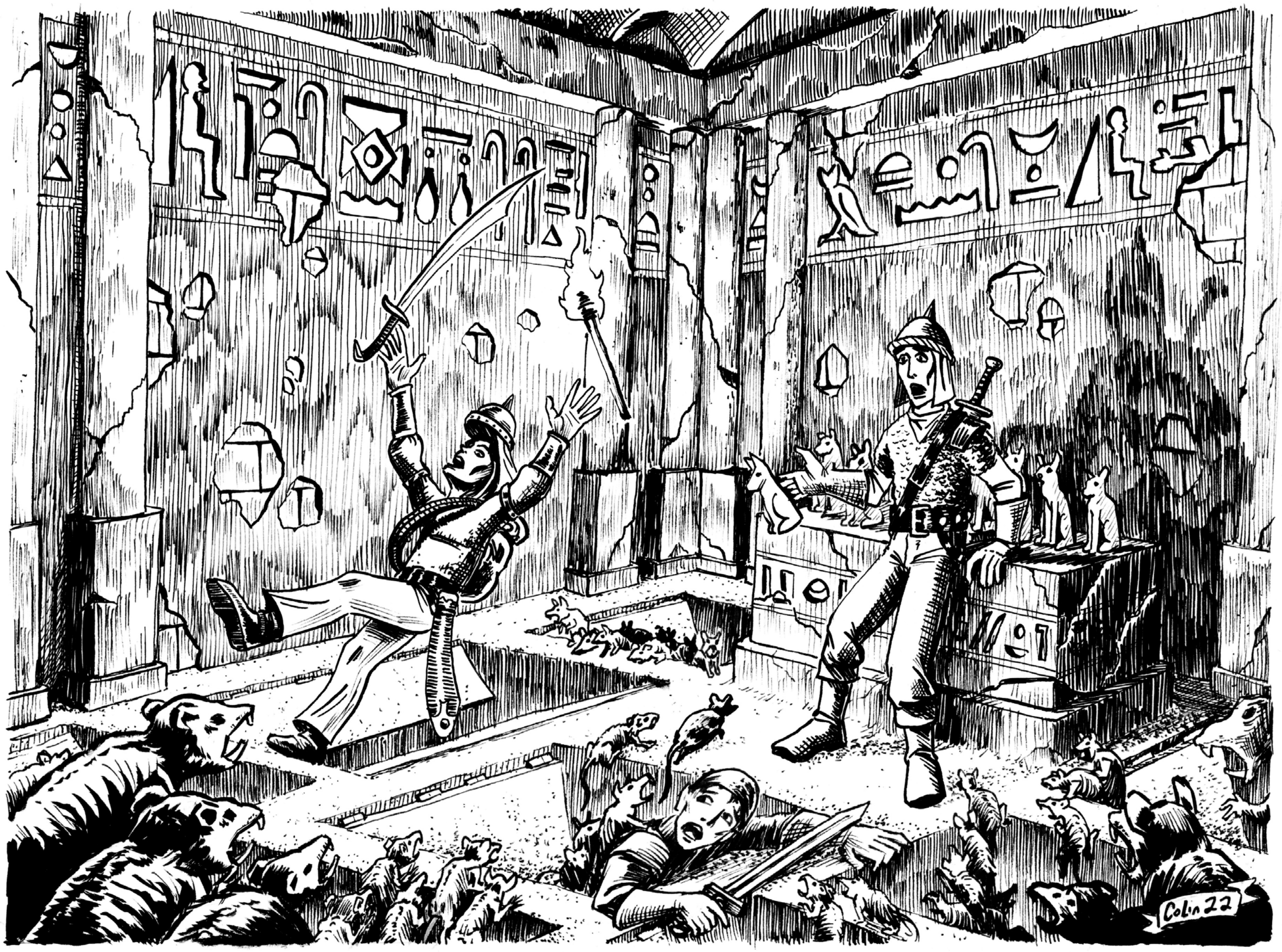
Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

Roar (1/day): The stone golem sphinx emits a magical roar. Each creature within 500′ is knocked prone and deafened for 10 rounds. In addition, living creatures have their movement and actions halved for the same duration. A successful DC 13 Fort save leaves the target prone and deafened for 1 round.

Area B-3 — Tombs of the Sovereigns: There are 27 concealed tombs throughout the vale, nine each in the three main "arms" of the canyon. A few tombs are located at the canyon floor level, but many are several hundred feet in elevation. Each tomb has a difficult to locate trail or path that leads to its entrance. These access paths can be found with either a successful DC 20 Intelligence check DC 16 for PCs with occupations pertaining to navigation or wilderness knowlege.

All of the entrances are concealed into the rock of the cliff face. Unless a creature is enlightened (see Chapter 11, area 9), each tomb entrance is concealed by a powerful *phantasm* (it requires a successful DC 24 Intelligence check to determine the tomb entrance is illusory while a deliberate DC 24 Will save pierces the illusion), which makes it nearly impossible to find an entrance. An enlightened creature still requires a successful DC 12 Intelligence check to locate an entrance unless specific information or a map is obtained (such information grants a +1d to both Will saves against the *phantasm* and Intelligence check efforts to locate an entrance).

Most tombs have lain undisturbed for centuries, although a few have been plundered. Should the characters desire to explore one of these tombs, the judge is encouraged to design it, along with suitable challenges for its players to forward its campaign setting and further its own plots. Two of these tombs (area 4, depicted on Map #14, and area 5, depicted on Map #15) have been designed as examples



the judge can use. Otherwise, the judge may determine the dangers of the tomb at their discretion and may roll on the table below to determine the contents of the tomb.

d6 Roll	Contents of the Tomb
1	Plundered: pottery shards and bones
2	150 gp (coins), 2d6 gems (10 gp each)
3	2d6 gems/art objects (50 gp each), 1 magic item
4	400 gp (coins), 2d6 gems/art objects (100 gp each)
5	4d6 art objects (250 gp each), 1d4 magic items
6	1,000 gp (coins), 2d6 gems (250 gp each), 2d4 art objects (100 gp each), 1d4 magic items

Area B-4 — Tomb of Bas'thet: This tomb is located about 400' above the canyon floor in the eastern arm of the vale. The tomb was created for a female pharaoh named Bas'thet that ruled over 900 years ago. When a plague swept through the region and her home city, she commanded cats be imported and released by the thousands in her city to cull the rat population, hopefully curbing the spread of disease. Whether or not her efforts worked, she became smitten with felines of all types and began to worship them in the decades to come as her city rebounded from the pestilence. Her tomb is as much an homage to felines as it is to her life and accomplishments.

GENERAL FEATURES

The air is dry, and heavily scented with herbs (catnip). The walls are hewn stone and smooth and the floors are fitted flagstones. Ceiling heights in the corridors are 12', while the individual rooms vary as stated in the text. The doors in this crypt are all stone with an AC 17 and 25 hit points. All rooms of this tomb are completely dark.

SECRET DOORS

Secret doors require an Intelligence check to discover (with elves receiving a +4 bonus on the check). Additionally, thieves may search for secret doors using their Find Trap skill with the required Intelligence DC being reduced by 4. Elves passing within 10′ of a secret door are automatically allowed a check for noticing the secret door. It is possible that a party who are carefully mapping may discover evidence of a secret door. If so, allow a +1d bonus to checks while searching for that specific secret door.

KEY TO THE TOMB OF BAS'THET (MAP 14)

Area 4-A — Entrance Hall: *The outer tomb door is plain stone. Beyond is a flight of steps that descends 40′ to a semi-circular entrance hall. The east and west walls are murals depicting a great pestilence on the land and a particular city. The circular wall to the north depicts hundreds of cats among a cityscape. A single stone door is centered in the circular wall.*

The door is flanked by two statues of saber-toothed tigers carved from solid amber. These are **amber golems** (see Appendix B) tasked with guarding the entrance to the crypt. If the door is approached to within 5′, each leap off its pedestal and attacks, unless a living cat is present. If a living cat is present, one of the golems goes over to the stone and triggers the door.

On the surface of the door is an impression of a large cat's paw along with five round indentations. The door is locked, but can be opened with a stone cat's paw, with the extended claws lined up in the indentations. One of the amber golem's paws can be used as a trigger, otherwise it requires a successful DC 20 Pick Lock check.

Golem, amber: Init +1; Atk bite, +7 melee attack (1d10+3) or claw +7 melee attack (1d6+3); AC 20; HD 7d10; hp 60; MV 30′ or climb 10′; Act 3d20; SP golem traits, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled), pounce, valuable; SV Fort +4, Ref +0, Will +0; AL N; Crit M/d12.

Elemental healing (force): An amber golem is healed by exposure to force damage. When damage is inflicted by force, the amber golem is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep*.

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

Pounce: If the amber golem moves at least 20′ straight toward a target and then succeeds with a claw attack in the same round, that target must succeed on a DC 15 Fortitude save or be knocked prone. If the target is knocked prone, the amber golem immediately strikes with two additional claw attacks (2d6+6).

Valuable: When destroyed an amber golem breaks into 2d6 pieces of amber, each worth 100 gp, but weighing 10 lbs. The characters can easily retrieve one of the amber golem paws to trigger the door.

Area 4-B — Sacred Tomb: *A statue of a cat, sitting tall and proud occupies this niche.*

The back wall is a secret door that can be located with a successful DC 12 Intelligence check while a successful DC 15 Find Trap check (or simple experimentation) reveals the trigger. To open the door, the cat statue needs to be swiveled with a successful DC 10 Strength check.

As the party continues, read: *The dusty dry octagonal room beyond is a tomb with a 15′ high ceiling. Lining each of the seven doorless walls (all except the wall with the door) are a series of three sets (on top of each other) of three niches. Each niche (there are 63 total) is covered with poor quality plaster that can be easily crumbled to access the niche beyond.*

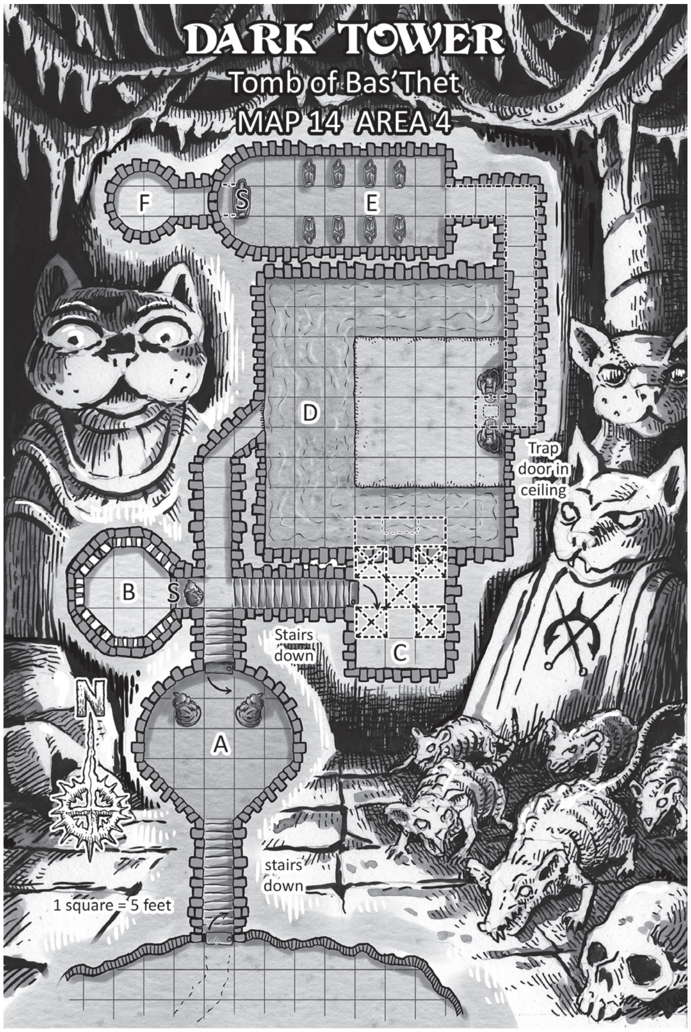
Each niche is about 3′ high and wide by 3′ deep and contains a mummified cat. If a niche is unsealed, the cat animates into a **cat mummy** (see Appendix B) and attacks.

If the mummified rat swarms in area 4-C have been released into the tomb, the mummy cats released here don't attack the characters, but instead, engage with the swarms. Any mummy cats still entombed furiously scratch the plaster to escape (taking 1d6 rounds). A character can open up a niche with a sharp implement (such as a dagger) in one round.

Mummy, cat (63): Init +0; Atk claw +2 melee (2d3); AC 13; HD 1d5; hp 3 each; MV 30′, climb 20′; Act 1d20; SP damage reduction 3, mummy rot (1 Stamina damage per day (DC 10 Fort save negates)), purr, vulnerable to fire (double damage), un-dead traits; SV Fort +4, Ref +2, Will +10; AL C; Crit U/d4.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 10 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina damage will not heal naturally until the rot is arrested by magic.

Purr: As an action, if the mummy cat does not attack and instead purrs in affection, intelligent creatures within 5′ are soothed by the feline and are unable to attack for



the duration of the display of affection (DC 10 Will save negates).

Un-dead traits: Mummies are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 4-C — The Underworld: *A steep stone stairway descends 40′ to this chamber. The stone door is unlocked but has a 4″ gap between the bottom of the door and the floor (wide enough for a creature, such as a rat, to fit under). The plain chamber beyond has a flagstone floor and a stone altar along the north wall. Nine small gold statuettes are on the altar.*

As indicated on the map, there are five pit traps in this room. Each can be triggered with 50 or more pounds of weight (thus, mummified rats or cats will not trigger them). Each pit trap can be located with a successful DC 15 Find Trap check. If discovered, a pit can be jammed shut with a successful DC 13 Disable Trap check. Each pit is 20′ deep, so a fall causes 2d6 damage (with any 6 rolled meaning a major bone is broken in the fall; a successful DC 12 Reflex save indicates that the victim has managed to grab onto the ledge preventing a fall). The walls of the pit are lined with preserved wooden timbers facilitating climbing, so it only requires a successful DC 10 Climb Sheer Surfaces check to climb.

Each pit contains a **swarm of mummified rats** (see Appendix B). If a pit is triggered, the target falls into the swarm's space. The swarm mindlessly attacks for a few rounds, but ultimately seeks to escape the pit, climbing up the wooden slats. The swarms then spread out through the tomb, attacking all creatures they encounter.

The gold statuettes on the altar are fake. They are gold-painted lead and worthless, which can be discovered by a thief or dwarf with a successful DC 10 Intelligence check. However, the whole top of the altar is a pressure plate. If one (or more) statuette is removed, the pressure plate is triggered, opening all the pits (and releasing all swarms). This pressure plate can be discovered with a successful DC 20 Find Trap check and disabled with a successful DC 20 Disable Trap check. If an equal weight can be placed on the altar top as a statuette is removed, the pressure plate is not triggered. Each statuette weighs 20 pounds, and the swap can be accomplished with a successful DC 17 Agility check.

Mummy, rat swarm (5): Init +4; Atk swarming bite +1 melee (1d3); AC 11; HD 4d8; hp 18 each; MV 30′, climb 10′; Act special; SP bite all targets within 20′ x 20′ space, half damage from non-area attacks, mummy rot (1 Stamina damage per day (DC 10 Fort save negates)), vulnerable to fire (double damage), un-dead traits; SV Fort +2, Ref +4, Will -2; AL N; Crit N/A.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 10 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina damage will not heal naturally until the rot is arrested by magic.

Un-dead traits: Mummies are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 4-D — The Test of Water: There is no door to this chamber, just an archway. This massive chamber is nearly 40′ by 45′, with a flat ceiling 30′ feet overhead. The smooth walls are difficult to climb, requiring a successful DC 20 Climb Sheer Surfaces check. A 25′ square stone platform is located on the opposite side of the room, surrounded by "water". The water is 10′ deep and is easy to swim across to the platform. But the water is actually a mild slow-acting acid. While submerged in the water, a living creature suffers 1d6 damage per round. Once the creature leaves the water, the damage lingers according to the table below, unless the creature is thoroughly rinsed with freshwater.

Life	Size	Init	Bite	Claws	AC	hp (HD)	MV	Act	Fort	Ref	Will	Crit
1	1′	+0	+2 melee (1d3)	+2 melee (1d3)	14	5 (2d4)	40′	3d14	+4	+10	+4	18-20 DN/d3
2	2′	+1	+3 melee (1d4+1)	+3 melee (1d3+1)	15	7 (2d6)	40′	3d16	+5	+9	+5	18-20 DN/d4
3	3′	+1	+4 melee (1d5+1)	+4 melee (1d4+1)	15	13 (2d12)	40′	3d16	+5	+8	+5	18-20 DN/d4
4	4′	+1	+5 melee (1d6+1)	+5 melee (1d4+1)	16	19 (3d12)	30′	3d20	+5	+7	+5	18-20 DN/d4
5	5′	+2	+6 melee (1d7+2)	+6 melee (1d6+2)	17	26 (4d12)	30′	3d20	+6	+6	+6	18-20 DN/d4
6	6′	+2	+6 melee (1d8+2)	+6 melee (1d6+2)	17	32 (5d12)	30′	3d20	+6	+5	+6	18-20 DN/d6
7	8′	+3	+8 melee (1d10+3)	+8 melee (1d8+3)	19	39 (6d12)	20′	3d24	+7	+4	+7	18-20 DN/d6
8	10′	+3	+8 melee (1d12+3)	+8 melee (1d8+3)	19	45 (7d12)	20′	3d24	+7	+3	+7	18-20 DN/d8
9	12′	+4	+9 melee (1d14+4)	+9 melee (1d10+4)	21	52 (8d12)	20′	3d24	+8	+2	+8	18-20 DN/d8

A halfling or dwarf can be rinsed with 5 gallons of water, while a human or elf creature requires 10 gallons.

Rounds After Exposure	Acid Damage
1-4	1d4
5-8	1d3
9-15	1

A pair of female humanoid statues with cat-like heads are positioned along the east wall. The 20′ tall statues face each other and have arms outstretched presenting a golden offering plate to the heavens above. Climbing a statue is easy, requiring a successful DC 7 Climb Sheer Surfaces check. Each statue bears an inscription in ancient hieroglyphics:

Left: *To proceed with all speed,*

Right: *Ascend to the Fields of Reed*

This chamber is a test. Cats dislike water, but are excellent at jumping. The water in this chamber should be avoided by jumping over. Cats are also great climbers. The statues should be climbed to access a secret trapdoor in the ceiling. The Fields of Reed refer to heaven, which can be recalled by a cleric rolling a successful DC 12 Intelligence check. The secret door can be located with a successful DC 13 Intelligence check. It can be easily opened while positioned on the outstretched arms of each statue, one foot on each platter.

The gold platters can be removed from the statues, but this makes it more difficult to access the secret trap door. If removed, the secret door requires a successful DC 12 Strength check to open. Each platter is worth 50 gp.

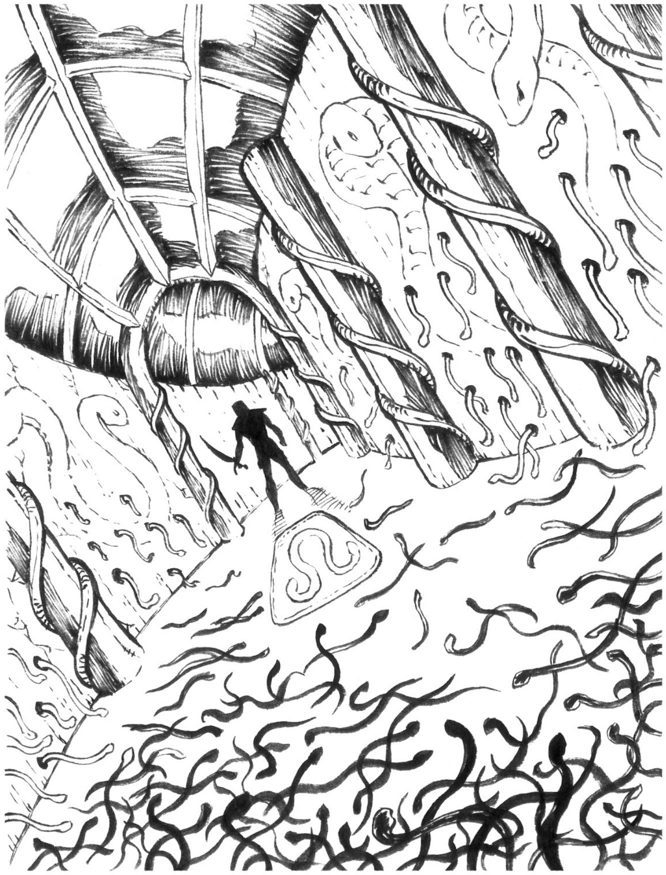
Area 4-E — The Guardian with Nine Lives: *This long hall has four pairs of stone sarcophagi opposite each other along the north and south walls. A ninth sarcophagus is along the circular west wall. This wall is a mural depicting an array of cats all ascending to the heavens. Sitting on the sarcophagus is a small, hairless cat.*

Following the secret passage in the ceiling from area 4-D, leads to this chamber. Each of the first 8 sarcophagi are sealed. If opened, each contains a mummified (not animated) female adult human body. These were the close friends and attendants to Bas'thet.

Sitting on the ninth sarcophagus is a **guardian fiend** (see Appendix B). Any creatures that disturb the sarcophagus are attacked and need to defeat the fiend nine times. The sarcophagus is empty. Hidden in its base is a secret trap door that can be located with a successful DC 25 Intelligence check. Beyond is a set of stone steps that lead to area 4-F.

If any of the mummy linens are unraveled, a successful DC 10 Intelligence check reveals each mummified corpse has a solid gold tongue (worth 25 gp) in its mouth.

Guardian fiend (type III demon, independent): Init special; Atk bite special (special) or claws special (special); AC special; HD special; hp special; MV special; Act special; SP 9 lives, demon traits, spellcasting (+12 spell check): Spells (1st) *detect good*; SV Fort special, Ref special, Will special; AL C; Crit special.



Demon traits: Communication by speech or telepathy (Demonic, Common), immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, half-damage from fire, acid, cold, electricity, gas, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, infravision 120′, spellcasting (+12 spell check): Spells (1st) *darkness*.

Nine lives: The guardian fiend has nine lives. Each time it is slain, it reforms the next round, more powerful than before (as shown on the accompanying table).-

Area 4-F — The True Tomb of Bas'thet: *The lower tomb is a circular chamber 9′ in diameter with a 9′ high ceiling. Centered in the chamber is a stone sarcophagus carved in the shape of a "loafing" cat.*

The sealed sarcophagus is trapped with a powerful rune. The rune can be noticed with a successful DC 15 Find Trap check. If triggered, it releases a powerful curse inflicting the loss of 1d3 Luck and a -1d penalty to all Reflex saves and Agility-based actions, such as thieves' skills (DC 32 Will save negates). Lifting the curse requires either the victim to exit the tomb (partaking in no theft) and convert to the worship of Bas'thet or they be subject to a successful *remove curse* (spell check result of 27+). Inside the sarcophagus is the mummified (not animated) body of Bas'thet, and three cats. She wears a gold circlet set with emeralds (worth 350 gp), a gold necklace set with jet (worth 125 gp), three gold rings (worth 50 gp, 75 gp, and the last set with a trio of pearls, worth 200 gp), a thin golden scepter with a cat's paw (actually, a backscratcher) worth 55 gp. Inside her mouth is a solid gold tongue that appears to be worth 50 gp. Actually, this is a *golden tongue of understanding* (see Appendix D). Her three canopic jars are gold painted pottery (worth 75 gp each), and a collection of nine gold dipped mice (each worth 5 gp) are nestled among the cats.

Golden tongue of understanding: This object, crafted from solid gold, is in the shape of a humanoid tongue. If placed into a speaker's mouth, any creature that speaks at least one language, and can hear the target, perfectly understands what is said. This effect lasts for 1 hour and can be used 2/day.

Area B-5 — Tomb of Soth'esehk: This tomb is located about 500′ above the canyon floor in the central arm of the vale. The tomb was created for a male priest named Soth'esehk that served a despotic pharaoh almost 1,500 years ago. Soth'esehk was a devout worshiper of Set, and his tomb holds secrets of Set to this day.

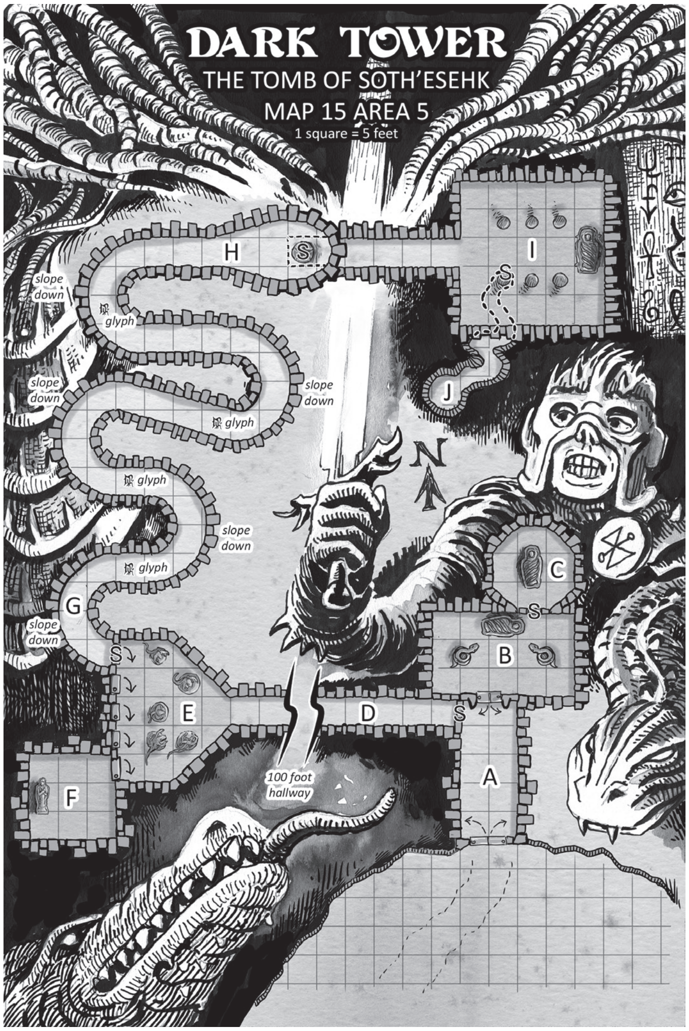
KEY TO THE TOMB OF SOTH'ESEHK (MAP 15)

GENERAL FEATURES

The air is heavy with an acrid tang. The walls are hewn stone and smooth and the floors are fitted flagstones. Ceiling heights in the corridors are only 4′, while the individual rooms vary as stated in the text. The doors in this crypt are all stone with an AC 17 and 25 hit points. All rooms of this tomb are completely dark.

Area 5-A — The Great Hall: A meandering trail leads to the concealed double doors that lead to this tomb. The outer doors are locked and can be opened with a successful DC 20 Pick Lock check.

Inside is a 25′ long hall with a domed ceiling 25′ overhead. Along the east and west walls are murals depicting a litany of atrocities caused by snakes and massive serpents. The door at the end of the hall is fashioned after the open maw of a cobra. One must reach inside the maw to unlock the door. To manipulate the latch requires a successful DC 12 Agility check, or else the opener scratches themself (1 damage) on the sharp teeth, which also inject the victim with viper venom (p. 446, DCC RPG). If wounded by this door,



the victim loses 1d3 Stamina and must make a successful DC 16 Fortitude save to avoid instant death. Discovering the trap requires a DC 17 Find Trap check, and it may be rendered harmless with a DC 20 Disable Trap check. A concealed reservoir holds six doses of poison. The door leads to area 5-B.

A secret door is located on the western wall. It can be discovered with a successful DC 15 Intelligence check. The secret door leads to a sloping corridor towards area 5-E.

Area 5-B — False Tomb: *This chamber has a 10′ high ceiling with two support columns carved as massive, entwined serpents leering toward the north wall. A sealed stone sarcophagus is located along the north wall.*

The sarcophagus is empty. If opened, it triggers a magical trap. Each serpent column emits two *serpent missiles* (spell check result of 14; see Appendix D) from each eye (eight total missiles) toward the sarcophagus. The trap may be discovered only via *detect magic* or similar spell, although a DC 15 Find Trap check will reveal that the columns can be rotated counterclockwise (requiring a successful DC 13 Strength check).

If the columns have been swiveled, the *serpent missiles* impact the wall or ceiling harmlessly. Otherwise, they strike targets (divide evenly amongst available targets, PC with the lowest Luck being targeted by any remainder) in front of the sarcophagus doing 2d4 damage (DC 14 Fort save for half damage).

A secret door is hidden in the northern wall. It requires a successful DC 10 Intelligence check to find this door. The trigger to open it is the lid of the sarcophagus. If not discovered via trial and error, this trigger can be found with a successful DC 15 Find Trap check. The door leads to area 5-C.

Area 5-C — False Treasury: *This plain octagonal chamber is 15′ by 15′, the ceiling is 15′ high. In the center of the room is a sealed stone sarcophagus. Its surface is inscribed with a tangle of serpents.*

The sarcophagus is trapped (successful DC 20 Find Trap check to discover) and, if opened, releases a poison gas cloud that fills the entire room in 2 rounds. Victims within the cloud suffer 3d6 damage (a successful DC 17 Fort save reduces damage to 1d6). The gas persists for 1 turn if the door is not opened.

Meanwhile, when the trap is triggered, the secret door slams shut and locks. Unless the release in the lid in area 5-B is triggered again, the door must be broken down requiring either a successful DC 20 Strength check (warriors and dwarves may add their deed die), damaging the door, or use of magic, such as a *knock* spell.

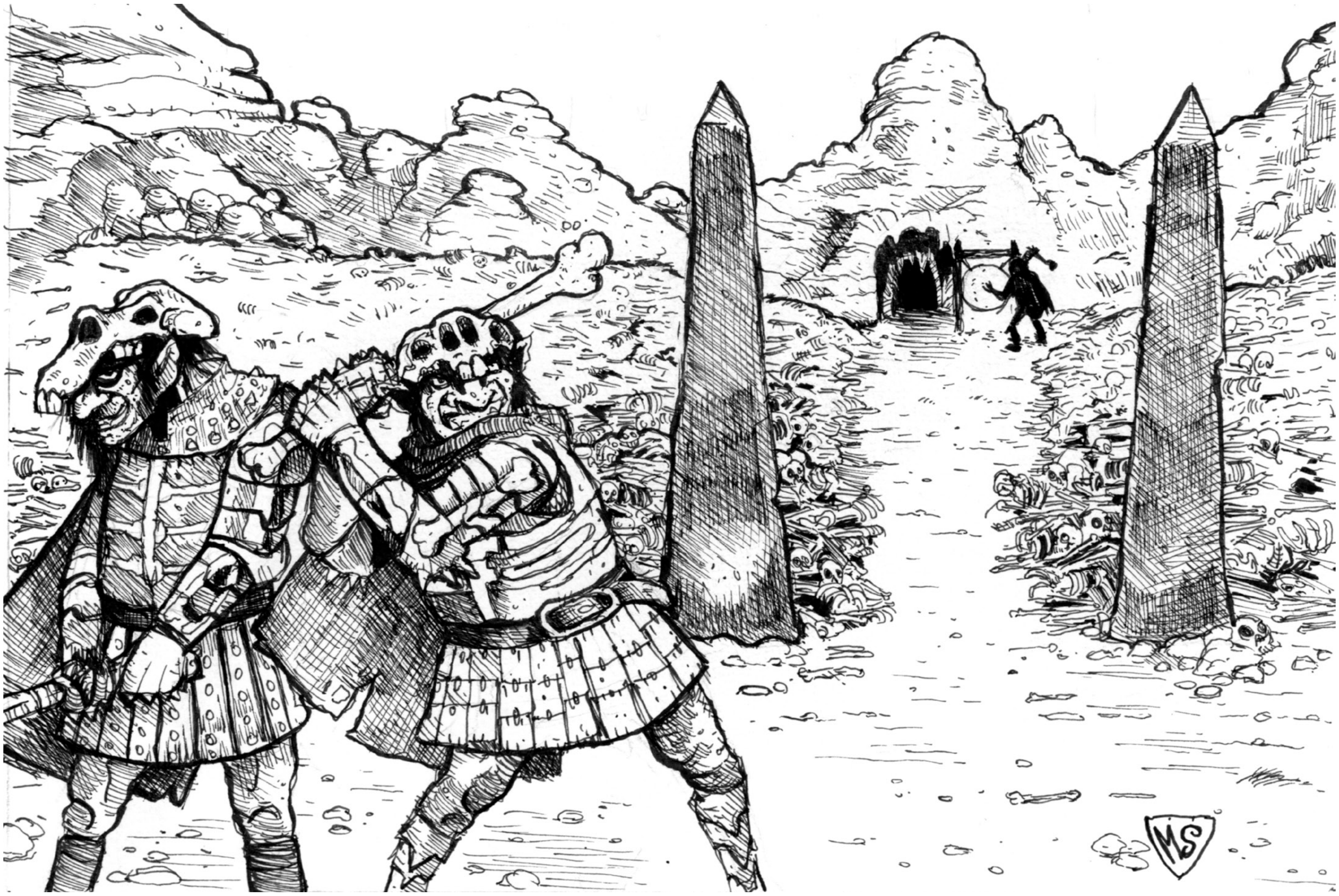
Inscribed on the interior of the sarcophagus lid are four music symbols. These can be used with the pungi in area 5F to calm the snakes summoned in area 5-G.

Area 5-D — The Sloping Corridor: *This steeply sloped corridor, set with smooth polished granite, is only 5′ high and 180′ long.*

The floor slopes at a 30-degree angle, requiring a DC 10 Reflex save to avoid falling prone if moving more than half movement. After 20′, the floor is coated with a layer of slippery oil, which can be noticed with a successful DC 10 Find Trap check. If not detected, a creature must make a successful DC 20 Reflex save or slip and fall prone, sliding all the way to area B-5E.

Area 5-E — The Hall of Doors: Creatures that slide into this room from area 5-D arrive prone. There are five jade serpent-headed statues scattered about the room in front of a wall of doors. These statues are **minions of Set** (see Appendix B), which animate as soon as a living creature enters the room.

There are five doors along the wall. The southern door is real (leading to area 5-F), while the other four are all false doors. Opening a false door releases a *mystic serpent* spell (spell check result of 16; see Appendix D) that is stationary in front of the door, lasting for 3d3 rounds. Each round,



randomly determine the effect (treat failures as a minimum success).

The wall behind the northern door conceals a secret door. This door can be located with a successful DC 15 Intelligence check.

Minion of Set (type I demon, Set) (5): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; hp 28; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; hp 28; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30′ long and 20′ wide at its terminus. All within are affected by the snake's poison.

Area 5-F — Another False Tomb: *This 15′ square chamber has stale air and is covered with a fine coat of dust. The walls are murals depicting great street bazaars featuring fanciful images of performers, including snake charmers, many using a wind instrument called a pungi. There is a sealed stone sarcophagus along the west wall.*

Inside the sarcophagus is a **mummy**, which attacks if the seal is broken. Resting alongside the mummy is a dense wood pungi with gold inlays (worth 75 gp).

The pungi can be used by a musician to calm snakes. If the four notes from area B-5C are played with a successful trained DC 10 Intelligence check, the pungi creates a *snake charm* effect (as per spell check result of 14) in a 30′ radius.

Mummy: Init +0; Atk choke +5 melee (1d4 / 2d4 / 3d4 / etc.) or club +3 melee (1d6+2); AC 11; HD 8d12+8; hp 70; MV 20′; Act 1d20; SP damage reduction 5, mummy rot (1 Stamina damage per day (DC 12 Fort save negates)), vulnerable to fire (double damage), un-dead traits; SV Fort +4, Ref +2, Will +10; AL C.

Choke: A mummy that succeeds on a choke attack uses one or both hands to throttle its target. On the first round, this causes 1d4 damage from suffocation. If the mummy succeeds in a second round of choking, the next attack causes 2d4 damage. If the third attack succeeds for a third round, the attack causes 3d4, then 4d4, and so on until either the mummy's attack fails or the target is suffocated.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 12 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina damage will not heal naturally until the rot is arrested by magic.

Un-dead traits: Mummies are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 5-G — The Serpentine Hall: *This steeply sloping corridor meanders to the east and west. The walls are murals depicting snakes, and serpents, both mundane and monstrous, infesting cities, temples, and even the surrounding landscapes. The walls are riddled with hundreds of holes randomly scattered about at various heights.*

A successful DC 10 Intelligence check while examining the murals reveals the numerous snakes being enthralled by a pungi player. The holes have been bored into the rock to depths of up to 10′, before ending. If a character is mapping, they notice the serpent shape of the hall (with the head being area 5-H).

As indicated on the map, there are four mystical *runes* inscribed on the floor. Each can be discovered with a successful DC 13 Find Trap check. If triggered, each summons 10 **swarms of snakes** (see Appendix B). These non-venomous snakes appear out of the holes in the wall behind the glyph, forcing creatures to move further down the hall and trigger the other *runes*. The *runes* may be deactivated by playing the four notes inscribed in area 5-C with the pungi found in area 5-F. Alternatively, playing the pungi can be used to soothe any snakes summoned.

Snake swarm (10): Init +4; Atk swarming bite +1 melee (1d6); AC 10; HD 4d8; hp 18 each; MV 30′; Act special; SP bite all targets within 20′ x 20′ space, half damage from non-area attacks; SV Fort +2, Ref +4, Will -2; AL N; Crit N/A.

Area 5-H — The Serpent's Head: *This irregular chamber is oval shaped. The walls and floor are plain. Inset on the floor is a massive emerald, the size of a grapefruit. Centered in the chamber is a statue of the cobra about ready to strike. It nearly reaches the 15′ ceiling.*

The statue rests over a secret trap door leading to the true crypt, which may only be discovered by moving or destroying the statue (AC 20, 50 hit points). The emerald in the statue may be turned, requiring a DC 18 Find Trap check to discover. To move the statue, the emerald must be turned 90 degrees clockwise. Manipulating the gem releases the catch, allowing the statue to be pushed over to reveal the trapdoor. But this shatters the emerald. If the emerald is prized out of its inset, the characters have valuable treasure, but a more difficult time accessing area 5-I.

The intact emerald is worth 1,000 gp. If shattered, the characters can collect 2d6+3 emerald fragments (worth 25 gp each).

Area 5-I — The Crypt of Soth'esehk: *This hall contains six pillars, each carved as a great snake, reaching the ceiling 15′ overhead. At the far end of the chamber is a stone sealed sarcophagus.*

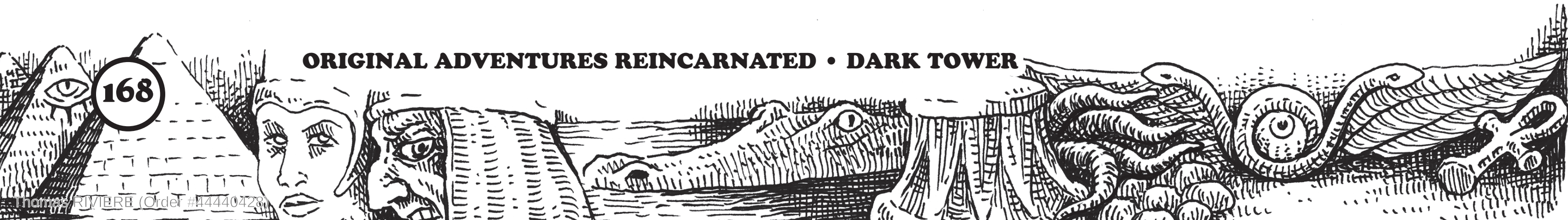
The southwest pillar has faint music notes inscribed in its base. These can be discovered with a successful DC 13 Intelligence check. If the 12 notes are played on a pungi (or other wind instrument) with a successful trained DC 10 Intelligence check, the pillar slowly recedes into the ceiling 5′, revealing a greased polished granite slide to Area 5-J.

Inside the sarcophagus is the mummified (not animated) form of Soth'esehk along with his religious regalia.

Inside the sarcophagus is a gold headdress (worth 250 gp), a gold holy symbol of Set studded with tiny emeralds (worth 100 gp), three gold bracers (worth 400 gp each), six gold rings (each worth 25 gp) and the *scepter of Soth'esehk* (see Appendix D). This gold-headed scepter has a serpent's head, and the body encircles the forearm.

Scepter of Soth'esehk: Special Powers: immune to poison, infravision 120′, snake bite, *snake charm* (+4 spell check).

Snake bite: At will, the wielder can cause the head of the staff to animate for 5 rounds (or until released). Attacks made with the staff are made with the wielder's normal attack bonus (1d6+2d6 poison, DC 12 Fort save negates poison). While animated, the head of the scepter may be attacked directly (AC 18, hp 20). The staff fully heals when



reverting back to its normal form but, if reduced to 0 hit points, the scepter is destroyed.

Area 5-J — The Hidden Vault: This shaft is only 3′ high and the floor is polished granite, sloping steeply to a circular vault some 50′ below. If a creature slides down the shaft, the twists and turns plus the eventual sudden stop cause 2d6 damage.

At the bottom is a pile of treasure heaped around an iron chest. Piled around the chest are 1,233 sp, 441 gp and 2,000 pp. Scattered in the pile are following art objects: 13 gold cups (each worth 20 gp), an ivory drinking flagon (worth 150 gp), a platinum staff headpiece shaped like a serpent (worth 250 gp), three serpent coral statuettes (each worth 25 gp), a gold senet board with matching jade pieces (worth 160 gp) and a set of four empty canopic jars (each worth 10 gp).

The chest is locked requiring a DC 22 Pick Lock check to open. The chest is triple trapped with poison needle traps, although the efficacy of the poison has diminished over time. Each poison needle must be discovered separately with a successful DC 20 Find Trap check. Each needle can be disabled with a successful DC 15 Disable Trap check. If triggered, the victim loses 1d3 Stamina and must make a successful DC 16 Fortitude save to avoid instant death. Because of the age of the toxin, the Fortitude save is made with a +1d bonus.

Inside the chest is a massive tome with gold etched sheets (worth 1,000 gp). But worth even more is what's inscribed in this tome: the true names of all four Chosen Sons of Set, as well as the names of 12 more Lesser Sons of Set.

KEY TO CAMEL'S GRAVEYARD (MAP 16)

Area C — The Camel's Graveyard: At the base of Mount Vision, there is a forsaken canyon called the Camel's Graveyard. Most avoid this cursed canyon, but wild rumors persist of the entire canyon filled knee-deep with the bones of camels and its haunted guardians.

There is a sizable pile of bones, and the majority belong to camels. But they do not "fill the canyon floor" and many other bones are intermixed, such as mountain goat, horse and even humanoid bones. The bones and rumors are a ruse encouraged by an enterprising band of hobgoblins that maintain a camp in the canyon's interior. The hobgoblins wrangle the local population of griffons, for sale (and use) as mounts. But numerous nests of hungry griffons require an abundance of horse (and other) flesh. Hence a deal with Avvakris of Mitra's Fist that benefits both sides. Waylaid caravans that fall victim to the evil machinations of the village have an abundance of camels and horses. These are led to the canyon to be "disposed of". The bones that remain are added to the pile at the mouth of the cave. After centuries, the pile is quite large.

Map 16 depicts the Camel's Graveyard.

GENERAL FEATURES

The canyon extends to the west for several thousand feet. The canyon floor is dry barren red rock and relatively free of debris. The canyon walls are over 1,000′ high and quite steep. There are several scattered cracks and caves, with a few noted on the map. Free climbing requires a successful DC 12 Climb Sheer Surface check, but due to the distances to cover, the use of climbing gear is recommended. Using a footpath to a cave (as indicated on the map) doesn't require a check to climb.

Area C-1 — Guard Post: This cave is a guard post for eight **hobgoblins**. Each wears white face paint and has a camel's skull mounted to its helm. These guards do not carry shields (AC 16), and instead of swords, each is armed with a warclub fashioned from camel leg bones. Each carries a longbow and 20 arrows. These guards are tasked with scaring away any visitors to the canyon. They move to defend the bone pile (area C-2) between the two monoliths.

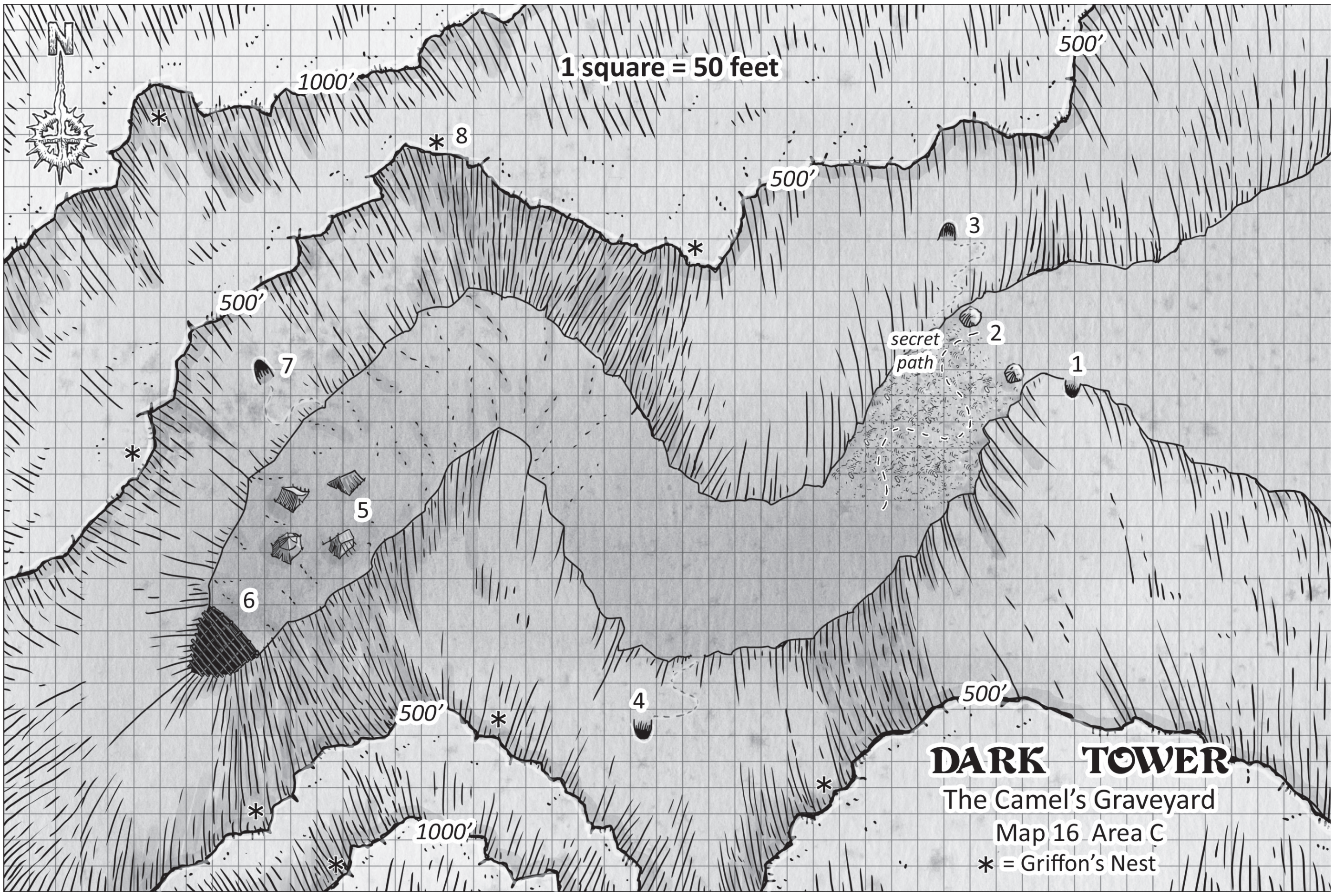
Just inside the cave is a massive bronze gong. One of the hobgoblins pounds on it with his warclub, seemingly for dramatic effect during the encounter. But this is actually a warning for the high priest in area C-5. Inside the cave is a firepit, a few sleeping pallets, painted knucklebones, and meat jerky.

The bronze gong is worth 85 gp. There is a betting pot of 47 sp and 22 gp. Each hobgoblin carries 2d12 sp and 2d6 gp.

Hobgoblin (8): Init +2; Atk warclub +2 melee (1d10+1) or longbow +3 missile fire (1d6); AC 14 (scale mail); HD 1d8+2; hp 7 each; MV 30′; Act 1d20; SP infravision 60′; SV Fort +1, Ref +1, Will -1; AL L; Crit III/d6.

Area C-2 — The Bone Pile: *Two massive 25′ high polished black granite monoliths are positioned at the mouth of the canyon. Each is inscribed with sigils on all four surfaces. Between the monoliths, extending for as far as the eye can see, is a pile of bones.*

The monoliths and the bones are part of the ruse. If a spellcaster examines the runes with a successful DC 10 Intelligence check, they are revealed to be fake and nonsensical. A cleric or healer examining the bones with a successful DC 10 Intelligence check reveals a dominance of camel bones, but many horse, goat and even humanoid bones mixed in. The pile only "seems" to extend as far as the eye can see. In reality, the canyon curves and the bone pile range only about 350′ long.



The bone pile slows movement by half, but there is a concealed path the hobgoblins use to facilitate passage. This path is indicated on the map and can be discovered with a successful DC 15 Intelligence check. Nine **skeletal camels** (see Appendix B) are intermixed in the bones.

Assuming the gong was sounded as the characters approached, the **hobgoblin death priest** (area C-3) lights his signal fire, and then moves from his cave to the path overlooking the bone pile. He first casts *animate dead* to assert control over the skeletal camels commanding them to attack. The death priest then attacks with spells such as *silence* (see Appendix D), *profane flame* (see Appendix D), *lotus stare*, or *spiritual weapon* (a bone cudgel), after which he wades into melee using his draining touch and morning star.

Skeletal camel (9): Init +1; Atk bite +5 melee (1d4+3); AC 12; HD 4d8; hp 18 each; MV 50′; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +6, Ref +4, Will +2; AL N; Crit U/d8.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area C-3 — Death Priest's Cave: The **hobgoblin death priest** (see Appendix B) is shunned by the rest of the tribe. He resides in a cave about 200′ above the canyon floor overlooking the bone pile. Just outside the cave is an oil-soaked pile of logs. If not alerted by the gong in area C-1, the priest is resting here.

Inside the cave is a firepit and a simple pallet to sleep on. Numerous bone chimes dangle from the ceiling. Along the back wall is a blood-soaked flat stone that serves as an altar. Behind the altar is a locked chest. The death priest has the key, or it can be unlocked with a successful DC 15 Pick Lock check.

The chest contains 55 gp, four small platinum ingots (each worth 50 gp), and a collection of three bones. It requires a successful DC 10 Intelligence check to determine these are scroll tubes with twist tops. Each tube is exquisite quality and worth 10 gp. Each contains a scroll: *animate dead, binding,* and *speak with dead*.

The log pile can be lit with an action, but it sputters and emits an inky black smoke. The hobgoblins in areas C-4 through C-7 go on alert 3d5 rounds after this fire is lit.

Hobgoblin death priest: Init +3; Atk morning star +4 melee (1d7+1); AC 17 (half plate); HD 4d8+8; hp 26; MV 20′; Act 1d20; SP infravision 60′, draining touch (3/day, +2 melee attack, 2d8 damage; death priest heals half damage dealt), spellcasting (+6 spell check): Spells (1st) *holy sanctuary, profane flame* (see Appendix D), *resist cold or heat, silence* (see Appendix D); (2nd) *binding, lotus stare, restore vitality*; (3rd) *animate dead, speak with dead, spiritual weapon*; SV Fort +3, Ref +3, Will +5; AL L; Crit III/d10.

Area C-4 — The Griffon Riders: This cave overlooks the canyon and the bone pile to the east. Inside the cave is a pen for five **griffons** and sleeping areas for four **hobgoblin griffon riders** (see Appendix B). These brave warriors have learned the art of riding griffons into combat. They rarely patrol the region on orders from Torgrut, but they staunchly defend the tribe and operation. Once saddled up, they dive bomb any intruders on the canyon floor moving toward area C-5.

It takes 1d6+4 rounds to saddle the beasts. If alerted by the gong in area C-1 or the signal fire in area C-3, these riders are saddled up and ready to take to the wing for an attack.

Hobgoblin griffon rider (4): Init +2; Atk longsword +2 melee (1d8+2) or lance +2 melee (1d12; double damage on a charge) or shortbow +2 missile fire (1d6); AC 14 (scale mail); HD 2d8+4; hp 13 each; MV 25′; Act 1d20; SP infravision 60′; SV Fort +1, Ref +1, Will -1; AL L; Crit III/d6.

Griffon (5): Init +2; Atk bite +9 melee (2d6) and claw +5 melee (1d6); AC 17; HD 7d10; hp 40 each; MV 30′, fly 80′; Act 2d20; SP none; SV Fort +7, Ref +8, Will +4; AL N; Crit M/d12.

Area C-5 — Hobgoblin Camp: *Four massive tents, each 35′ square, are maintained near the end of the canyon.*

All of the tents are warmed by braziers and lined with animal hides to provide comfort. One serves as a mess and gathering hall, while another serves as a storage area full of ropes, crates, hanging haunches of meat, casks of water and other mundane supplies. These include a dozen weighted nets used to capture griffons. The last two tents are living quarters for 22 **hobgoblins**.

If on alert, 20 of the hobgoblins fan out to the edges of the canyon and crouch behind rocks (granting a +4 AC bonus), ready with longbows. The other two are stationed near the griffon pen (area C6) and can spend an action releasing the griffons.

Each hobgoblin carries 2d12 sp and 1d3 gp.

Hobgoblin (22): Init +2; Atk warclub +2 melee (1d10+1) or longbow +3 missile fire (1d6); AC 14 (scale mail); HD 1d8+2; hp 7 each; MV 25′; Act 1d20; SP infravision 60′; SV Fort +1, Ref +1, Will -1; AL L; Crit III/d6.

Area C-6 — Griffon Pen: At the end of the canyon is a pen maintained by the hobgoblins. Thick wooden posts are sunk into the ground to form a 10′ high wall. A reinforced gate can be opened with an action. The pen is designed to hold griffons or horses and camels. The "roof" of the pen is a tangle of crisscrossed ropes and thick poles attached to the canyon walls. This prevents griffons escaping or feeding on any horses or camels held here.

Currently, three adult **griffons** and four non-combatant juvenile griffons are being held here, awaiting shipment to a distant market in Quaysarria.

Griffon (4): Init +2; Atk bite +9 melee (2d6) and claw +5 melee (1d6); AC 17; HD 7d10; hp 40 each; MV 30′, fly 80′; Act 2d20; SP none; SV Fort +7, Ref +8, Will +4; AL N; Crit M/d12.

Area C-7 — Torgrut's Cave: The leader of this band is **Torgrut**, an enterprising hobgoblin warlord that inherited this operation from his father, and his father before. Torgrut has a loyal mount, the **alpha griffon** named Axebeak (see Appendix B). This majestic steed has a metal axe blade mounted to its beak for augmented attacks, and a custom leather saddle and studded leather barding. Axebeak resides in the spacious cave with its master.

The cave has a firepit, a pile of furs stuffed with griffon feathers that serves as a bed, and a locked wooden chest. Beyond a niche where Axebeak sleeps are four large casks of ale to reward his tribe.

Several of the furs are valuable (worth 150 gp, 200 gp, and 350 gp, respectively). The chest can be unlocked with a successful DC 18 Pick Lock check. Torgrut has the key, hidden in the heel of his left boot. It takes a successful DC 15 Intelligence check to find the key. Inside the chest is 100 gp, 1,000 cp, a pouch of 12 matching blue topaz (each worth 750 gp), and a platinum ring (which appears to be worth 500 gp but is actually a *ring of feather fall* (as per spell check result of 12), but Torgrut is unaware of its enchantment).

If the canyon goes on alert, Torgrut saddles up but stays in his cave overlooking the camp. If an attack occurs, he swoops down on Axebeak and engages with the adversaries. He dismounts to unburden his mount and attacks with his longsword.

Torgrut (hobgoblin warlord): Init +2; Atk *+1 longsword* +8 melee (1d8+3) or javelin +6 missile fire (1d6); AC 19 (*+1 half plate*); HD 6d8+12; hp 45; MV 20′; Act 3d20; SP infravision 60′; SV Fort +4, Ref +2, Will +1; AL L; Crit III/d6.

Axebeak (alpha griffon): Init +2; Atk beak +9 melee (4d6+5) and claw +5 melee (1d6); AC 21 (studded leather barding); HD 7d10; hp 70; MV 30′, fly 80′; Act 2d20; SP none; SV Fort +7, Ref +9, Will +5; AL N; Crit M/d12.

Area C-8 — Griffon Nests: There are 8 of these nests scattered about, ranging from 500′ to 1,000′ above the canyon floor. There are no trails to access these locations. The hobgoblins access the nests (when needed) via mounted flight. Each nest is the lair of a mated pair of **griffons**.

There is a 20% chance a nest has 1d6 eggs (each worth 30 gp, if sold in a large city) or 1d4 noncombatant juveniles (each worth 175 gp, if sold in a large city). If there are eggs or juveniles present in the nests, the adult griffons fight with ferocity to defend them, gaining a +1d bonus to attack and damage rolls.

Transporting the eggs of juvenile griffons to a suitable place to sell could be an adventure into itself, according to the judge's whims.

Griffon (2 per nest, 8 nests**):** Init +2; Atk bite +9 melee (2d6) and claw +5 melee (1d6); AC 17; HD 7d10; hp 40 each; MV 30', fly 80'; Act 2d20; SP none; SV Fort +7, Ref +8, Will +4; AL N; Crit M/d12.

Area D — Mount Vision: With a peak nearly 9,000' above the Redmoon Pass, Mount Vision was once a destination for the faithful followers of Mitra's centuries ago. There is no simple route to the peak. Trailblazing a route requires a successful DC 12 Fortitude save every three hours, otherwise the travelers lose 1 point of temporary Stamina.

There is a set of ruins about 7,000' up, once a shrine to Mitra. But it has fallen out of use following the discovery of the Vision Stone (see area H). Today, the ruins are nothing more than a few crumbling walls that provide shelter from the unrelentless wind gusts.

Area E — The Village of Mitra's Fist: See Chapter 2 for details on the village of Mitra's Fist.

Area F — Mount Bone-head: Mount Bone-head is about 7,000' high, but its slopes are more gradual and sloping as opposed to the peaks on the western side of the pass. The weathered top of this peak is exposed chalk-like stone, giving the appearance of a skull's dome.

Kaliphishaar, a monstrous prime chimera with a winged body and having the head of a lion, a second head of a bull, and a third head of a dragon. Writhing tentacles emerge from the creature's joints and it has massively elongated claws. The creature resides in the Redmoon Pass, maintaining a cavern lair on the northern slopes of the mountain, about 5,000 feet up. Located in a steep crevasse, the cave entrance is nearly impossible to access without flight, though few living creatures know of its location in the first place. The lair is a single chamber, perhaps 60' across. Among the bones of his previous victims is an accumulated hoard of treasure.

Gathered in a pile that Kaliphishaar occasionally wallows in, are the following valuables: 2,556 cp, 1,886 sp, and 739 gp. Intermixed with the coins are a gold necklace (worth 35 gp), a single gold-dipped boot (worth 40 gp), a silver chalice set with purple amethysts (worth 85 gp), and an electrum brooch set with jade (worth 140 gp). A few magic items round out the hoard: a leather thong with four beads hanging from it (each bead a 3d6 *fireball*, held in stasis until thrown), a potion of *extraordinary healing*, a potion of *giant strength,* and a scroll of *remove curse* in an ivory tube (worth 125 gp).

Kaliphishaar (prime chimera): Init +0; Atk lion bite +7 melee (2d6+2) or bull gore +6 melee (2d8+2) or dragon bite +6 melee (1d12+2) or claws +4 melee (1d5+2) or breathe fire (4d8 damage, 90' x 30' cone (DC 20 Reflex save for half damage)); AC 18; HD 10d8+16; hp 96; MV 30', fly 30'; Act 4d20; SP breathe fire (4/day, cone measuring 90' x 30', 3d8 damage, DC 15 Ref save for half damage), chimerical touch (DC 18 Will save or target's touched body part mutates to lion, goat, snake, dragon, or bull); SV Fort +4, Ref +2, Will +2; AL C; Crit M/d16.

Area G — The Sunken Temple of Set: Following an unnamed river reveals its source cascading from the reaches of Mount Bone-head into a box canyon, which has created a lake. The river exits the eastern side, passing two flanking massive statues that nearly crest the canyon lip. Located at the western end of the lake is a stone temple, partially submerged in the lake. The temple was originally dedicated to the crocodile god Sobek, but recently an ally of Set has taken residence here.

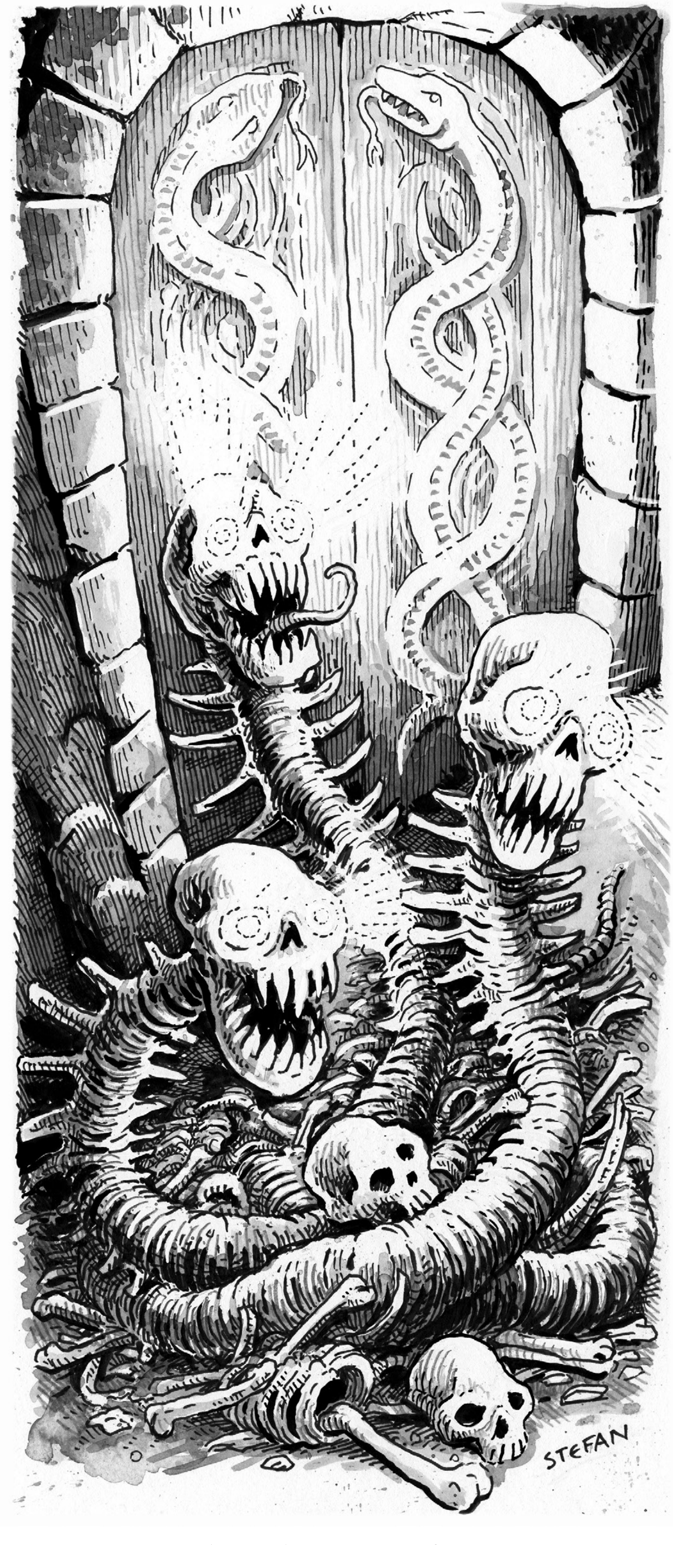
For more information on this location, see *Dark Tower Vol. 3: Chosen Sons of Set.*

Area H — The Vision Stone: On the northern slopes of Mount Vision is a sacred site situated on a plateau about 5,000' in elevation. This barren shelf hosts an elevated butte of black polished stone, unlike the surrounding native stone. Wizards and elves can feel the raw phlogistonic energy of this remote place.

It's possible to tap into the wellspring of eldritch energy to get a glimpse of the future or view a distant land. It's up to the judge to decide what the possible triggers are. Discovering the trigger could be an adventure unto itself. Learned sages or the sphinx that reside in area B could be privy to this information. Or it could be hidden away in a dusty tomb or found inscribed on a delicate scroll.

POSSIBLE VISION STONE ACTIVATION METHODS

1. During a specific celestial event (eclipse, or alignment of the constellations) .
2. During a violent weather event (earth tremor or powerful lightning storm).
3. Following 24 hours of isolation and prayer while on the Vision Stone.
4. Sacrificing a specific creature (an act of evil).
5. Sacrificing a magic item (of great power).



6. Using an enchanted scrying artifact.

The activation of the Vision Stone takes effect as the judge dictates to further the goals of the campaign or a particular character backstory. If it's a glimpse of the future, it could be a mental image of potential events to occur in 1d4 weeks' time.

Area I — The Meadow of Blessing: North of the Village of Mitra's Fist is a vibrant lush field of tall grass called the Meadow of Blessing. The trade route skirts past this sacred plot of land. Scholars believe an underground aquifer maintains the vegetation here, but actually it is the divine will of Mitra that sustains it.

The meadow is shunned by creatures unholy to Mitra as they are assaulted by mental anguish and are unable to take rest here. Meanwhile other sentient creatures take solace in these blessed fields. Those favored by Mitra resting here, regain hit points and attributes at twice the normal rate. A cleric of Mitra successfully using their *lay on hands* ability here heals the maximum number of hit points for the appropriate hit die. In addition, no wandering monster checks are made while here.

There is a sacred shrine dedicated to Mitra hidden in the tall grass of this meadow. But only a devout follower of Mitra can find it after a few hours' search, and only if their need is great (judge's discretion). Many followers of Mitra come here seeking a noble steed companion. The shrine is a collection of nine white marble dolmens surrounding a flat stone altar. This sacred site is tended by a **lammasu** (see Appendix D) named Hyonus, although most never catch a glimpse of the elusive celestial. Once, and only once, a devout follower of Mitra that prays at the altar can gain one of the benefits listed below. If a 5th-level or higher cleric of Mitra uses their *divine aid* ability, they receive a +2d bonus to the roll while at this sacred location.

MITRA'S SHRINE BENEFIT

1. Supplicant fully healed
2. Supplicant receives a magical steed (judge's discretion)
3. Supplicant is assigned a quest in the serive of Mitra
4. Supplicant's primary weapon gains a +1 bonus
5. Supplicant is blessed with understanding, gaining a Permanent +1 Intelligence
6. Supplicant receives needed information (delivered by Hyonus).

Hyonus (type III angel, lammasu, Mitra): Init +4; Atk claw +10 melee (2d8+4); AC 20; HD 12d12; hp 90; MV 40′, fly 40′; Act 2d20; Languages: all; SP angel traits, cleric abilities ((+12 spell check): *lay on hands*, *turn unholy*), *divine aid* (ritual, +24 spell check, requires 2 other lammasu participants minimum), magic resistance (all spells cast against a lammasu are subject to 50% chance of failure before saves are rolled), spellcasting (+12 spell check): Spells (1st) *blessing, detect evil, dispel darkness* (see Appendix D), *holy sanctuary, protection from evil;* (2nd) *banish, restore vitality;* SV Fort +12, Ref +10, Will +12; AL L; Crit 18-20 DN/d12.

Angel traits: Communication by speech or telepathy, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, half damage from fire, acid, cold, electricity, and gas, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, infravision 120', spellcasting (+12 spell check): Spells (1st) *cantrip*.

Area J — The Vault of Set: Hidden on an unnamed peak to the northwest is a forlorn cave of serpent bones. Inside the cave are a pair of massive bronze doors covered with bas-relief serpent motifs. Lawful-aligned creatures are on-edge in front of these evil doors. The portals are sealed, guarded by a trio of **skeletal naga** (see Appendix B).

The doors can only be opened by a devout cleric (at least 5th-level) of Set, and only by a successful use of their *divine aid* ability (DC 15), no matter the need. The vault beyond contains unspeakable horrors. If the follower of Set is deemed worthy, one of the following boons may be bestowed; otherwise, the unworthy is instantly slain:

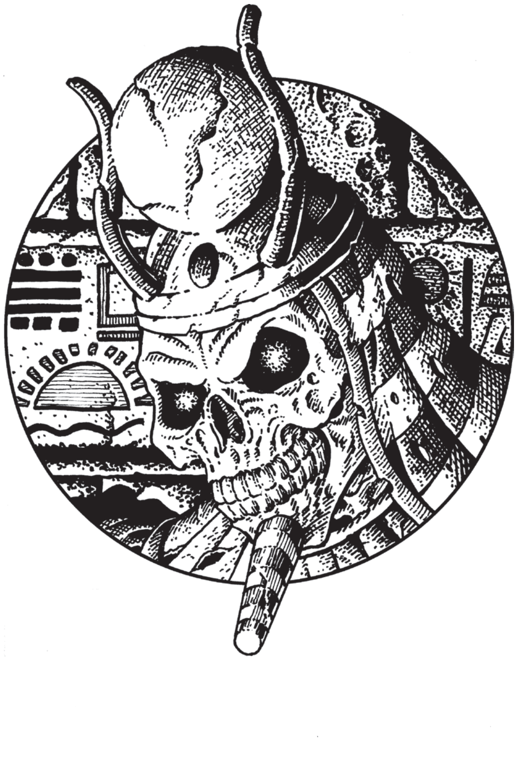
1. Supplicant is fully healed
2. A *gate* opens summoning a **lesser Son of Set** (see Appendix B)
3. Recipient can summon one person, known to them, back from the underworld
4. Supplicant gains the ability to *speak with the dead* 1/week (as per spell check of 22)
5. Supplicant is blessed with magic resistance (+1d bonus to saving throws against magic effects)
6. Supplicant receives a **blessing of Set** (see sidebar)

BLESSING OF SET

The supplicant gains an immunity to poison and may spend an action to summon 1d4+1 **minions of Set** (see Appendix B), which appear within 60' of them. The minions obey their commands and remain for 6 turns, or until reduced to 0 hit points. Once summoned, the supplicant may not summon them again for 7 days.

Skeletal naga (3): Init +4; Atk bite +6 melee (1d6+3 plus poison (2d4, DC 12 Fort save for half damage); AC 13; HD 5d8; hp 30 each; MV 30'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons, spellcasting (+4 spell check): Spells (1st) *cantrip, charm person, mending, sleep;* (2nd) *detect invisible, ESP;* (3rd) *lightning bolt, paralysis*; SV Fort +3, Ref +3, Will +5; AL C; Crit U/16.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.



CHAPTER ELEVEN

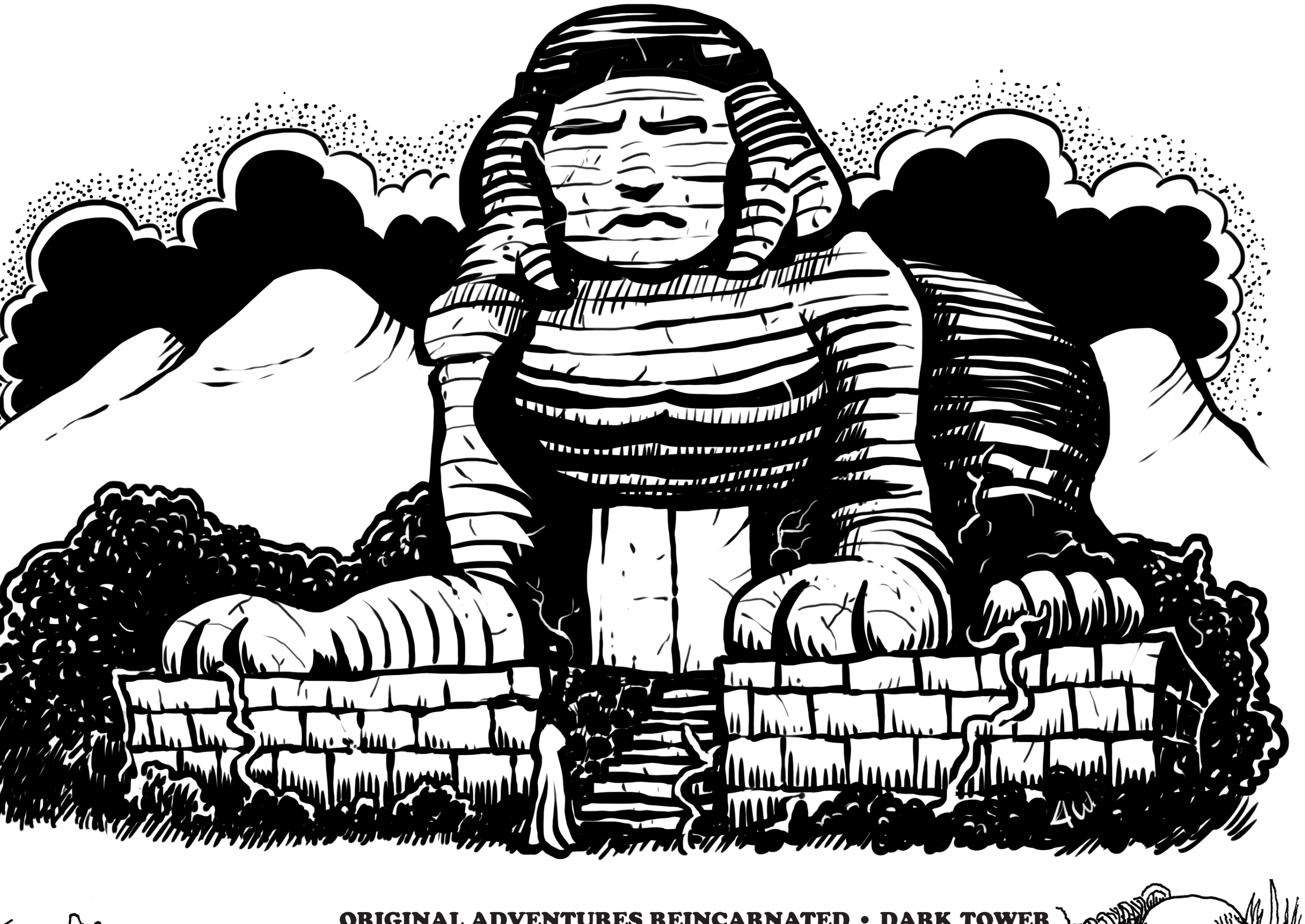
THE SECRETS OF THE SPHINX

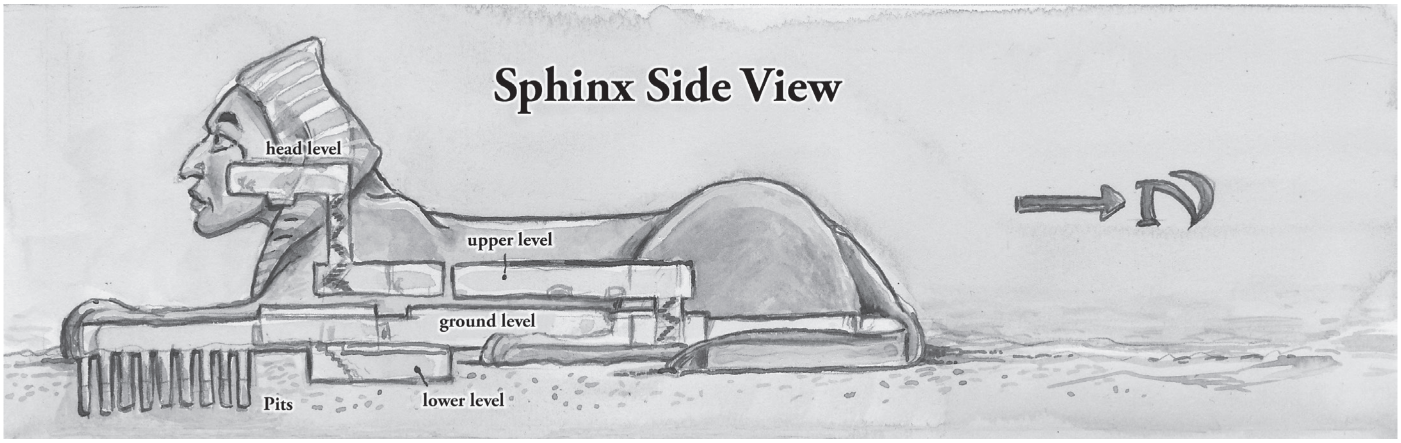
The Secrets of the Sphinx is an adventure designed for use with the DCC RPG. It is intended for a group of 4-6 characters of at least 5th-level. There are numerous puzzles and traps, so the presence of at least one thief is recommended. Most of the challenges herein can't be solved with a strong sword arm. The adventure is set in the Redmoon Pass, a barren, rocky trade pass bordering a sandy waste to the south, and dry steppes to the north. This adventure can be used as a side adventure for a *Dark Tower* campaign and is designed to kick off the *Sons of Set* trilogy of adventures found in *Dark Tower Vol. 3: Chosen Sons of Set*.

BACKGROUND

Secluded in the southwest reach of the Redmoon Pass is a valley riddled with concealed tombs of kings, queens, pharaohs and other leaders. The famed Vale of the Sovereigns is well known around a campfire or the smoky common rooms of taverns, but few mortals have dared to tread in that guarded canyon. At the mouth of this gorge is a massive stone structure in the shape of a sitting lion, but its head is carved into the shape of a female human wearing an elaborate headdress. The structure appears to be carved out of the very rock of the canyon and is in excess of 200′ long from outstretched paws to the base of its tail, and half again as wide. The top of its head is about 80′ above the platform it rests on.

Before she slipped into darkness, the Sphinx Queen Ankharet commissioned numerous stone sphinx structures built throughout the Khonsurian Empire. She was so vain that many were crafted in her likeness, although the resemblance often relied on the craftsmanship of the builders. Most of these structures were just for appearance, although a few had interior chambers. Some even guarded passages to dusty dungeons deep underground. These buildings were storehouses for ancient secrets, forbidden lore, and knowledge prohibited from mortal eyes.





Since many of the sovereigns interred in the valley were loyal to the Sphinx Queen, it was logical to have a stone sphinx erected here. The locals refer to it as "The Guardian Sphinx" as it sits a silent vigil at the mouth of the valley. But few are aware that the structure has an interior and it plays a role in concealing the location of the tombs beyond its stony paws. Moreover, if a creature passes through the interior, it can gain "enlightenment" which reveals the secrets of tomb locations. But the immortal sphinx still stalks the forlorn halls of the structure and has created a series of trials to test the worthiness and mettle of those who desire such enlightenment.

But the interior holds even more, and it's much more valuable than golden artifacts: knowledge! If a worthy hero can survive the death traps and puzzles laid by the sphinx, and can somehow curry their favor, they can gain access to an encyclopedic storehouse of esoteric information.

ADVENTURE HOOKS

It is the judge's responsibility to get the characters to explore the Guardian Sphinx, hopefully in a way that furthers the goals of the campaign. Here are a few suggestions for getting the characters involved:

- While traveling through the Redmoon Pass, the characters learn of the Vale of Sovereigns and seek to plunder one or more of the tombs. Perhaps they gather information encouraging them to explore the Guardian Sphinx, such as rumors that inside the structure is a map room that depicts the locations of all the tombs. Or they can simply arrive at the mouth of the valley, and decide to explore the Guardian Sphinx after finding a route inside.
- The characters need something (a magical item, or perhaps information) that is sealed in one of the tombs. If the sample tombs detailed in Chapter 12 are used, this could be a magic item secluded in Bas'thet's sarcophagus (area 4-F), or the list of true names for the Lesser and Chosen Sons of Set in the hidden vault (area 5-J) in Soth'esehk's tomb. Or the judge can design their own tomb set with deadly traps, fearsome guardians, and a relic or information to retrieve. In order to find the proper tomb among the dozens in the valley, the characters are prompted to enter the Guardian Sphinx.
- If the judge is using the *Sons of Set* trilogy of adventure modules set in the *Dark Tower* setting, the characters are prompted to travel to the Guardian Sphinx and seek out the wisdom of the immortal sphinx that resides within. The Sphinx are aware of the prophecy regarding the vulnerability of the Chosen Sons of Set every 666 years. If the characters can survive the puzzles, traps and guardians in the halls within, perhaps they can plumb the *Secrets of the Sphinx* to deal a devastating blow to Set's sway over this world.

BEGINNING THE ADVENTURE

The coin that you paid that grizzled guide was money well spent, as he was right. There was a little-used trail off the main trade route that headed more or less west into the foothills. The trail wound its way as it climbed the somewhat gentle slopes of the peak. The windswept air is dry kicking up reddish dust from the barren wasteland of the pass. Aside from the occasional raptor high overhead, and the occasional scraggly brown-leaved shrubbery with a thorn-riddled stem, the forsaken landscape seems devoid of life.

Eventually, the route angles to the north and begins to constrict as the very canyon walls seem to close in on your insignificant forms. The canyon walls block the unrelentless rays of the sun bathing the canyon in shadows. Yet there does not seem to be a reprieve from the stifling warmth.

Sitting at the mouth of the canyon in silent vigil is a massive stone carved sphinx. The magnificent structure is carved from dark brown to deep red stone, and rests on a plinth of similar material perhaps a few feet high. The lion-like colossus sits with back legs hunched down, and front paws outstretched in front *of its body. From outstretched paws to the base of its tail must be at least 200′ long, and its body is half as wide. Its tail curls to the east toward the canyon wall. The torso and head are clearly fashioned after a regal feminine human form adorned with a headdress. The top of the headdress is nearly 100′ above the canyon floor.*

Centered between the outstretched paws are a set of stone doors, in a shadowy alcove under the structure's chin. There appears to be something inscribed on the doors, and the area between the paws is covered with sand. Beyond the massive monument the canyon continues, angling to the northeast.

The characters are free to pass the Guardian Sphinx to explore the Vale of the Sovereigns (see Chapter 10, area B), but if they pass through the Halls of the Sphinx, some of the secrets of the vale could be revealed to them. If the characters approach the doors between the paws, proceed to area 1.

PART 1: THE HALLS OF THE SPHINX

Maps 17 through 21 depict the interior of the Guardian Sphinx.

GENERAL FEATURES

Corridors are 20′ high, unless otherwise noted. Individual room ceilings vary by description. The walls are fitted finished stone, with such precise engineering as to leave only minute gaps. Interior stone walls can be climbed with a successful DC 12 Climb Sheer Surfaces check. Many of the walls are covered with murals or painted hieroglyphics as noted in the text.

A standard door in the dungeon is constructed of stone and opens out or in as displayed on the map. A stone door has an AC 17 and 30 hit points. Unless noted in the individual room description, a locked stone door requires a successful DC 22 Pick Lock check to open, or a successful DC 15 Strength check to break down. Several of the chambers are illuminated as described in the text. Otherwise, assume a chamber lacks illumination.

The Guardian Sphinx is protected by deific wards that prevent magical passage into or out of the structure, such as *planar step* or similar magic.

SECRET DOORS

Secret doors require an Intelligence check to discover (with elves receiving a +4 bonus on the check). Additionally, thieves may search for secret doors using their Find Trap skill with the required Intelligence DC being reduced by 4. Elves passing within 10′ of a secret door are automatically allowed a check for noticing the secret door. It is possible that a party who is carefully mapping may discover evidence of a secret door. If so, allow a +1d bonus to checks while searching for that specific secret door.

UNSETTLING PRESENCE

While a living creature treads through the Halls of the Sphinx, it gets the feeling it's being watched. Occasionally this manifests as physical observation (such as a hieroglyphic image or a statue gazing as a creature passes), but mostly it seems to be on a psychological or even spiritual level. This unsettling presence prevents living creatures from camping within the interior. The judge should give hints to the players that no rest is possible while in these halls from the gnawing mental assault

KEY TO THE HALLS OF THE SPHINX

Area 1 — The (False) Entry Doors: *A fair amount of sand has accumulated in front of the doors, between the two outstretched paws. A set of sealed stone double doors are at the base of the statue. There are no handles, locks or keyholes. Engraved into the surface of the doors are a few lines of text in a strange language.*

These doors appear to be the only way into the sphinx. There are actually two other secret doors that provide access to the interior (see area 3 and area 4).

If the sandy area between the paws (as indicated on the map) is searched, numerous humanoid bones can be found in the pile. The massive doors are sealed and may only be opening by reading the script engraved onto the doors. This is a safeguard to prevent any creature from accessing the interior. It should be noted, this route leads to a deadly trap (see area 1 and area 10) and isn't the true entrance.

The script is written in ancient common hieroglyphics, and use of either the Read Languages skill or the *comprehend languages* spell is required to translate it. When translated, show **Player Handout 19**. The passage reads:

> *To enter the halls beyond, solve this calculation:*
> *Divide forty by half, then add nine.*
> *Trace your answer, to match mine.*
> *0 2 8 9*

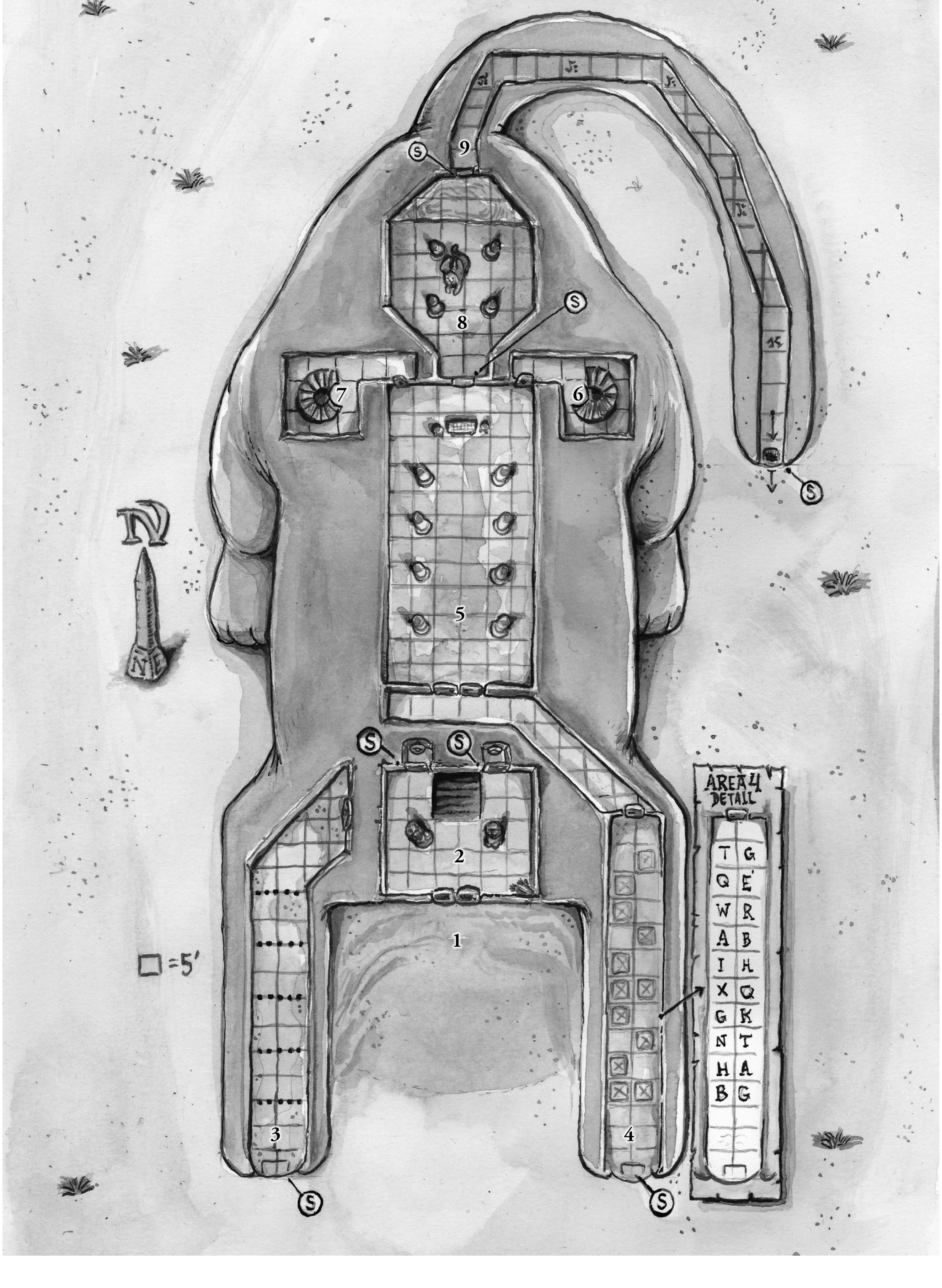
The correct answer to the calculation is "89". The characters might think the answer is "29" by dividing 40 by 2 and then adding 9. But the line specifically states "divide by half" (in other words divide by 0.5), so 40 divided by 0.5 is 80 and adding 9 equals 89.

If a living creature traces with its finger (or with another object) the "8" followed by the "9", the doors unseal and

The Secrets of the Sphinx

MAP 17

Area B-1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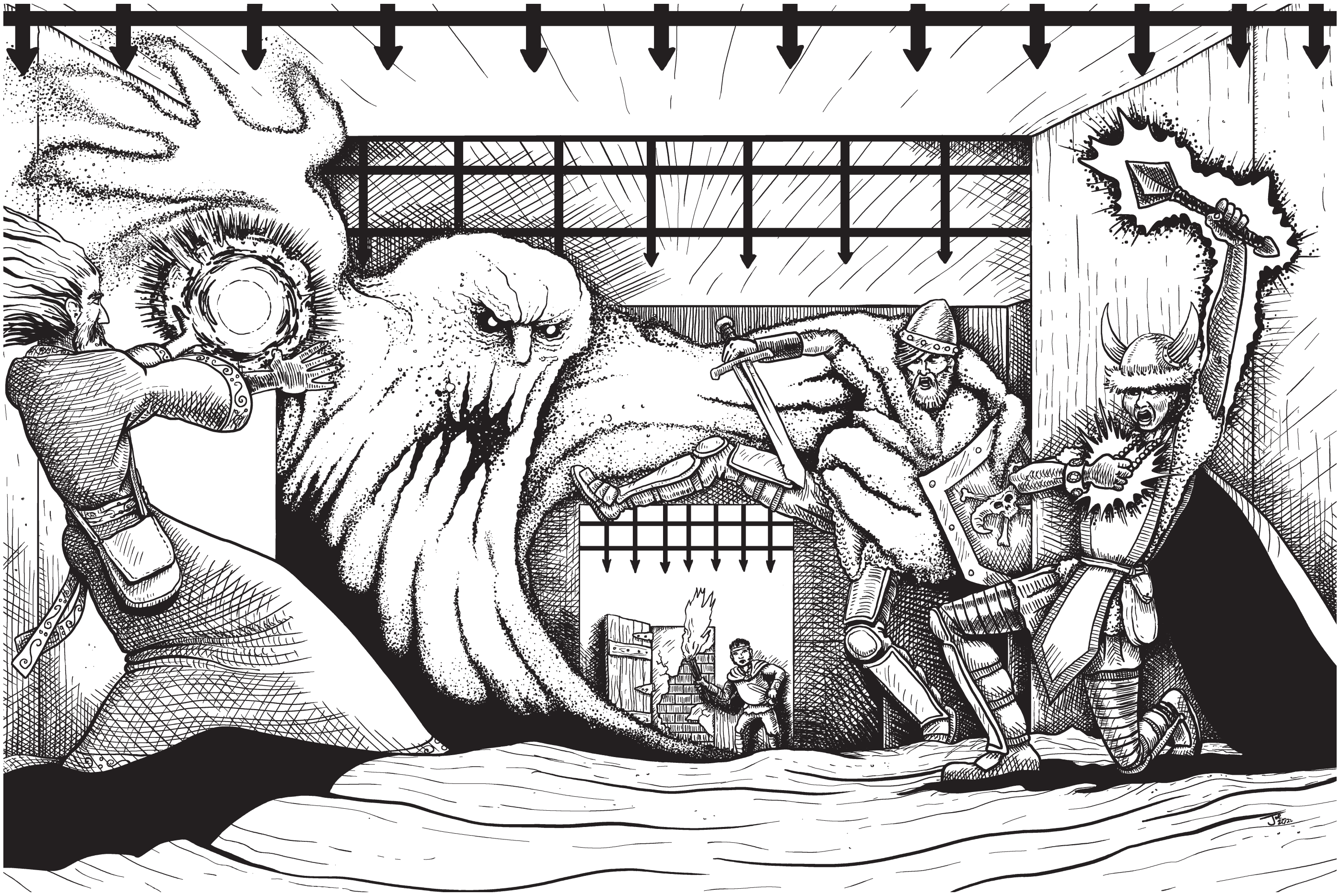


open slowly outward. Tracing “29” releases a bolt of eldritch energy that causes 2d12 damage to the target doing the tracing (DC 22 Fort save for half) and triggers a *magic mouth* spell that states (in ancient Common):

The key to this door is not 2

This clue refers to the common mistake to divide 40 by 2, and not 0.5 (or half), but also not to use the numeral “2”. Tracing any other combination of numbers has no effect.

The doors remain open for 10 rounds. Following that time, they slowly close and reseal, although creatures in area 2 can easily exit before they close. The doors can be forced open from the inside with a successful DC 20 Strength check.

Area 2 — False Entry Hall: *The massive portals slowly grind open with the sound of stone on stone, revealing a chamber bathed in radiance beyond. The ceiling is 20′ overhead and the floor is smooth fitted flagstones. The north, east and west walls are covered with hieroglyphic pictograms painted with gold highlights. Centered before the opposite wall is a stone staircase descending into darkness. The entrance is 10′ wide and flanked by a pair of stone statues, each depicting a lion-leaded humanoid. Each statue’s head nearly brushes the ceiling and carries a stone ankh in its left hand.*

This chamber is a false entry hall. The radiance is provided by four *cantrip* spells affixed to flagstones inset in the ceiling. Elaborate hieroglyphics cover both the east, west and north walls. On the west walls, these depict the glory of the Sphinx Empire, including innovations, discovery, and worship. On the east walls, these depict the sphinx assisting the desert-dwelling humans with herding/husbandry, agricultural developments, and the sharing of knowledge. On the north wall, these depict warfare and conquest.

Each of the statues is a **stone golem**. Both radiate magic, but only animate under specific circumstances, as described below.

In the southeast corner of the room are two oversized reed brooms. These are used by the stone golems to keep the floor in this chamber clean. They also could come in handy in area 4 to clear away the sand on the floor to reveal the runes.

There are two of these doors, one to each side of the stairway heading down to the lower level (area 10). Each door can be located with a successful DC 15 Intelligence check. But each door can only be opened by activating a trigger, concealed in the hieroglyphics. Each trigger is a depression about 2” square extending to a depth of 1′, and its function can be discerned with a successful DC 17 Find Traps check. An object (such as a sword blade, quarterstaff, or spear butt) needs to be placed inside the depression and manipulated to trigger the door release, requiring a successful DC 10 Agility check. The end of the stone ankh held by each stone golem is designed to trigger these releases.

If one of these doors is opened, the stone golems animate and move to attack. One of them will begin by casting *slow*, and then they both attack with a single melee attack, avoiding the use of the hand with the ankh. If a stone golem is destroyed, it is reduced to a pile of rubble, allowing the ankh to be recovered for use to trigger the door.

Behind each door is a 5′ by 5′ alcove. Set on the opposite wall is a metal wheel, with a 2″ square depression in the middle.

The stone golems are designed to reset the trap in area 10. The ankh is used as a key to open the secret doors, and then release the wheel. Once released, each wheel can be turned clockwise with a successful DC 15 Strength check, to reset the ceiling trap. After reset, the golems are programmed to remove any bodies and dispose of them outside the entry door (and thus bones are buried in the sand pile).

Golem, stone (2): Init +1; Atk fist +10 melee attack (1d10+10); AC 19; HD 20d10; hp 90 each; MV 30′; Act 2d20; SP golem traits, true sight, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled), *slow* (as per spell check result of 23); SV Fort +4, Ref +-2, Will +0; AL N; Crit M/d30.

Elemental healing (fire): A stone golem is healed by exposure to fire damage. When damage is inflicted by fire, the stone golem is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

True sight: The stone golem's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. A stone golem can see invisible creatures and is never fooled by illusions.

Area 3 — Trapped Corridor: Each outstretched paw conceals a secret door. One of these (area 4) leads to the true entrance to the sphinx. This one leads to a trapped corridor. It requires a successful DC 13 Intelligence check to locate the door. If the clue in area 10 is recovered, this check is made with a +1d bonus. If the door is opened, continue with the read aloud below:

With a great heave, the stone door is pulled open. Beyond is a dark corridor, 10′ wide and 10′ high. The floor is covered with sand.

This corridor is cunningly trapped. The floor is covered with sand to a depth of about 2′ and slows movement by half. The corridor extends 60′ and then angles to the east.

There is a stone door at the end of the corridor, but it's currently out of sight. The door is locked, but it has a keyhole and can be opened with a successful DC 18 Pick Lock check. Opening the door reveals a blank stone wall and triggers the portcullis trap. The trap cannot be detected by searching the door and can only be disabled at each of the five portcullises, below.

If triggered, roll for initiative. On initiative count 10, the five portcullises fall, possibly splitting the group up. On the following turn, the guardian coalesces and then attacks.

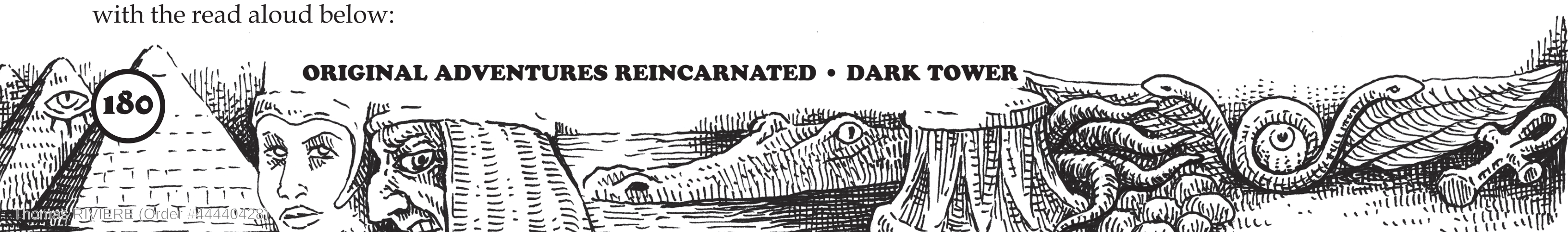
As indicated on **Map 17**, this corridor has five sets of portcullises, concealed in the ceiling. If the ceiling is searched in an appropriate area, a successful DC 17 Find Trap check reveals slightly discolored stone plugs hiding the metal bars. Each can be jammed and disabled with a successful DC 20 Disable Trap check.

A portcullis that has fallen can be lifted with a successful DC 14 Strength check, or the bars can be bent far enough to allow a human-sized creature to squeeze through with a successful DC 20 Strength check (warriors and dwarves may use their deed die for this check). A portcullis can also be destroyed (AC 25, 35 hit points) with weapon blows.

If one of these portcullises fall, a PC in the target squares must make a successful DC 15 Reflex save or be impaled (2d14) and is held in place until the portcullis is lifted. A successful save indicates that the PC may choose which side to jump to.

Hiding in the sand on the floor is a **sand golem** (see Appendix B). Once the portcullises are triggered, it forms in a section of the corridor that only has one or two characters. It begins by using its sand blast ability on the rest of the characters down the corridor, attempting to target two or more in its area of effect. Then it moves to attack single targets with slam attacks. It can easily move through the fallen portcullises, giving it a mobility advantage over the characters. There is enough sand in the corridor to use its elemental healing ability each round. The sand golem fights until destroyed.

Golem, sand: Init +1; Atk fist +6 melee attack (1d8+2); AC 17; HD 6d10; hp 55; MV 30′; Act 2d20; SP golem traits, infravision 60′, amorphous, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled), sandblast (3/day), slowed by water, vulnerable to wind; SV Fort +4, Ref +0, Will +0; AL N; Crit M/d12.



Amorphous: A sand golem can move through a space as narrow as 1” wide.

Elemental healing (special): If a sand golem is touching a large source of sand (at least a 20′ diameter pile), at the start of its initiative, it absorbs it and regains 10 hit points.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

Sandblast (3/day): The sand golem expels a blast of sand in a 30-foot cone. Targets struck suffer 2d16 damage and are blinded for 1 round (a successful DC 12 Fortitude save results in half damage and a second successful save negates the blindness).

Slowed by water: For every 10 gallons of water dumped on a sand golem, or for each round a sand golem moves through water, its movement is reduced by 5′.

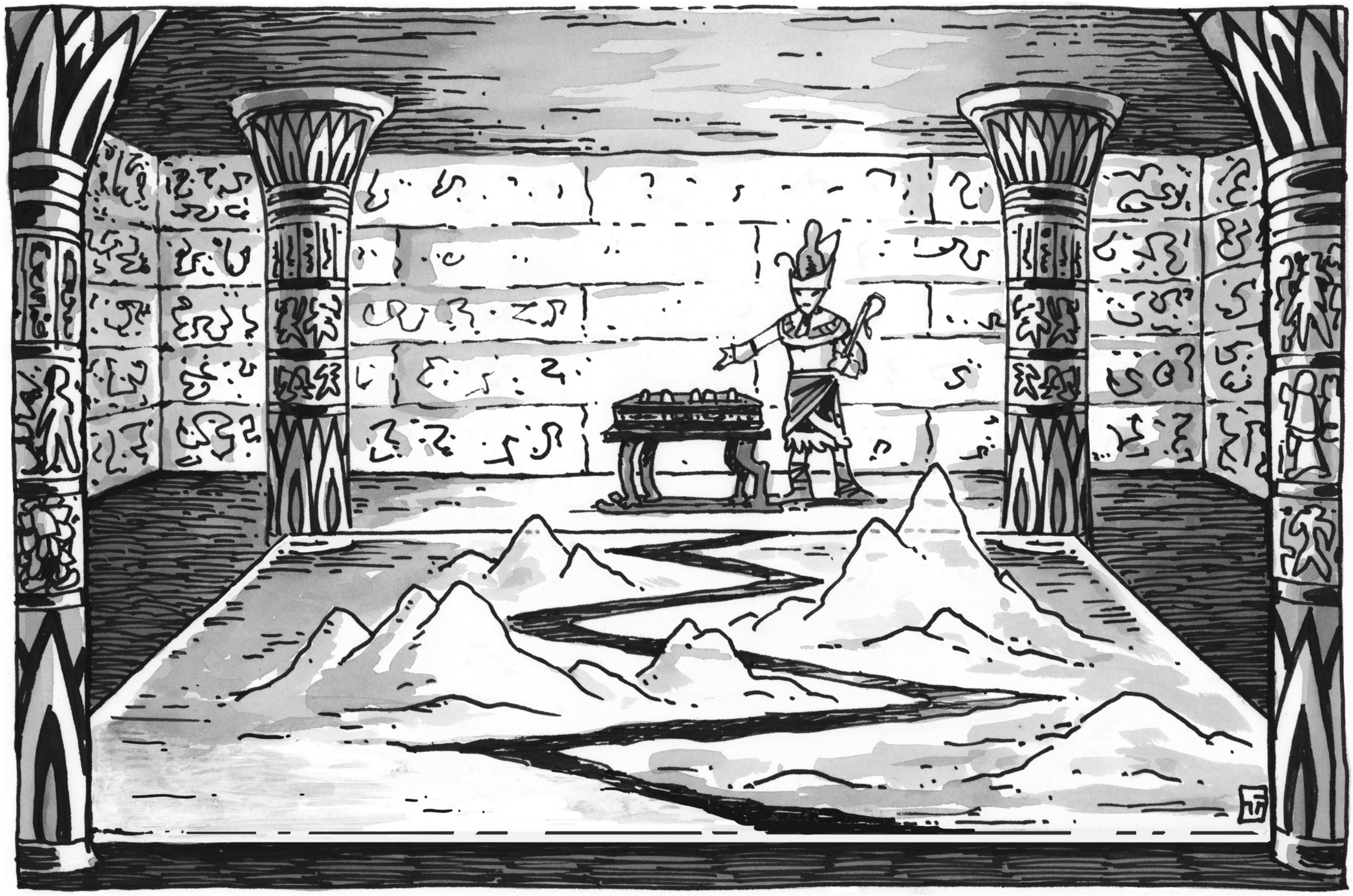
Vulnerable to wind: If a sand golem is struck by a *gust of wind* (or similar spell) it is dispersed, stunning it for 1 round and preventing use of its elemental healing.

Area 4 — The True Way: Each outstretched paw conceals a secret door. One of these (area 4) leads to the true entrance to the sphinx. It requires a successful DC 13 Intelligence check to locate the door. If the clue in area 10 is recovered, this check is made with a +1d bonus. If the door is opened, continue with the read aloud below:

With a great heave, the stone door is pulled open. Beyond is a dark corridor, 10′ wide and 10′ high. The floor is covered with sand.

This corridor extends 65′ with a door at the end of the corridor and is also trapped. The east and west walls are covered with gold painted hieroglyphics. These depict the journey of mortals into the underworld.

The floor is covered with sand (less than 1 inch), but it’s not enough to impede movement. It’s just enough to conceal the runes and the writing on the floor and make the pit traps harder to discover. A *gust of wind* spell would clear the entire corridor of sand, piling it up about 6” in front of the door. The sand can be swept away by hand, but this could trigger the pit traps. If the brooms in area 2 are used to sweep the sand, there is no danger in triggering a pit trap.



HOW TO PLAY SENET

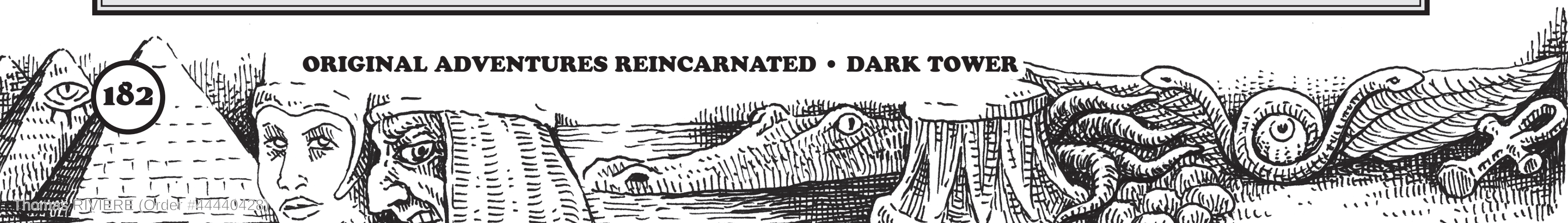
Senet is an ancient Egyptian board game. Although many boards and pieces have been recovered by archeologists, the rules of the game have never been found. Scholars have made educated guesses on how the game is played based on the board and pieces.

For ease of tracking piece movement, print out a copy of **Player Handout 22**. Use two different types or colors of dice for the playing pieces, five for each player. To simulate “throwing sticks”, roll a d5 (or a d6 and re-roll any sixes rolled).

d5 (or d6) Roll	Movement	Cast Again	Throwing Sticks
1	1	Yes	3 white, 1 black
2	2	No	2 white, 2 black
3	3	No	1 white, 3 black
4	0	Yes	4 black
5	5	Yes	4 white
6	Re-roll	–	–

RULES

- Player pieces start in spaces 1 through 10, alternating colors, starting with black. Play moves from left to right and then down to the next row, right to left, then down to the final row, left to right, following the number order.
- The sticks are thrown to determine who goes first.
- On a turn, cast (throw) the sticks (or roll a die to simulate) and move one piece that many spaces in numeric order. If you moved 0, 1 or 5 spaces, you cast the sticks again. If you moved 2 or 3 spaces, your turn is over and play passes to the other player.
- One square can only have one piece at a time. You can jump over pieces (but see below). You can’t move to a space your piece occupies. But, if you land on an opponent piece, you swap places.
- Pieces can’t be swapped if next to another same-colored piece. If there are three pieces in a row, this forms a blockade, and pieces can’t be swapped or jumped over.
- You must move a piece if there is a legal placement. If not, your turn is over and passes to the opponent.
- The first player to get all five pieces off the board (to the Underworld) wins.
- There are a few special squares:
    - Square #15 is The House of Rebirth. A piece on this square is safe and can’t be swapped.
    - Square #26 is The House of Happiness. A piece must land on this space in order to progress further. It is a safe square.
    - Square #27 is the House of Water. It’s impossible to move 4 and exit the board from this square, so if you land here, it sends you back to Square #15. If a piece is on Square #15, place your piece on Square #14.
    - Square #28 is the House of Three Truths. This is a safe square.
    - Square #29 is The House of Re-Atoum. This is a safe square.



Each 5′ section of the corridor is inscribed with a single letter, but they are currently obscured by the sand. If the sand is removed, show **Player Handout 20** (reveal it one 5′ section at a time if the sand is manually swept away). The series of letters is also depicted in an inset on **Map 17**, for use by the judge.

The following clue is inscribed into the stone, just inside the doorway, hidden under the sand. It is written in ancient Common hieroglyphics, and if translated reads:

> *Follow in the footsteps of the Queen,*
> *to get to the chamber in between.*

This is a clue on how to safely travel through this corridor while avoiding all of the pit traps. The "Queen" in this case refers to Ankharet, the Sphinx Queen. A successful DC 10 Intelligence check reveals the Sphinx Queen's name and how to spell it. If a PC proceeds down the corridor only stepping on floor sections with letters that spell her name, all of the pits can be avoided. Most of the letters can be easily hopped to. But there is one 5′ jump required (between the "K" and "H"). Since this must be a standing leap, only a character with a Strength of 10 or more can safely make it without a roll, otherwise, a successful DC 10 Strength check is needed to clear the pit trap.

As indicated on the map, there are 12 concealed pit traps in this corridor. The pit covers can be discerned with a successful DC 20 Find Trap check. This check is made with a -2d penalty if the pit is still covered with sand. A pit trap lid can be jammed closed with a successful DC 15 Disable Trap check. A pit is triggered if more than 20 pounds of weight is placed on it. If triggered by stepping on it, the victim automatically falls in. If triggered by manually sweeping sand away, the PC may make a successful DC 13 Reflex save to grab ahold of the pit edge. Each pit is 40′ deep with spikes inset at the bottom and a fall inflicts 4d6 + 1d10 damage (with any 6 rolled on the 4d6 roll meaning a major bone is broken in the fall). The pit lids remain open and climbing out of a pit requires a successful DC 15 Climb Sheer Surface check.

The door at the end of the corridor is unlocked but is inscribed with a magic sigil. The sigil is *invisible* and may only be discovered by way of *detect magic* or other similar spell, and may be disabled via *dispel magic* (spell check result of 20+). If not dispelled, the sigil unleashes a *scare* spell in a 60′ radius from the door. All targets in this area (nearly the entire corridor) must make a successful DC 20 Will save or immediately flee the area for 1d6+1 rounds. While fleeing in blind terror, a target might blunder into a pit trap, unless it has been jammed shut (a successful Luck check indicates safe passage).

Area 5 — The In Between Room: After passing through the door from area 4, the corridor turns to the west leading to a set of double doors in the north wall. These doors are unlocked and not trapped. Once opened, continue:

Beyond the double doors is a massive brightly lit gallery. The floor is clean of any sand or debris, constructed of fitted flagstones. The hall extends for about 60′ to the north and about half that east to west. Four sets of thick stone pillars support the ceiling, 20′ overhead. The floor in between the pillars depicts a ghostly landscape in relief. There is a desert, bisected by a river, with towering peaks to the east and west. All the walls are covered with murals depicting a desert cityscape. At the far end of the hall is an elaborate table with two stools.

This great hall is a plain unadorned chamber. But currently it is covered with illusions. The only real features are the pillars, and the senet table. Even the illumination is mere *phantasm*. When the characters approach the senet table, show them **Player Handout 21**.

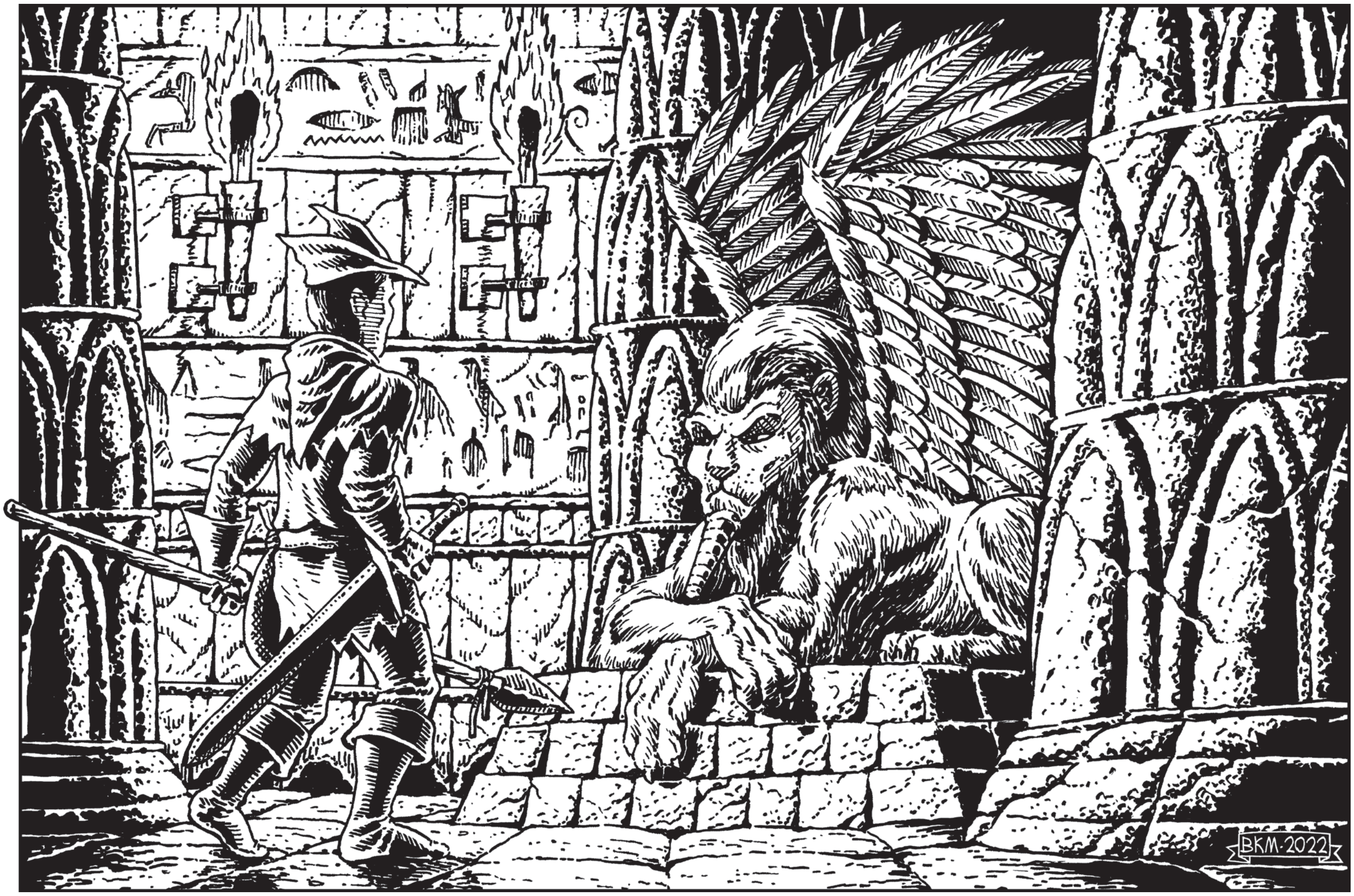
When the PCs enter the room, the **ghost Sufku** will materialize before them. He will not attack, preferring to play senet in hopes of being put to rest.

Sufku can share different maps with the characters, but only if they can beat him at a game of senet. He is very willing to teach them the rules (which could come in very handy in area 11). The judge has two options: You can use **Player Handout 22** and the rules for senet presented in the sidebar **How to Play Senet** to play out a full game of senet. Or dice rolls can be used to simulate game play. In the case of the latter, conduct a series of Personality check contests between the primary player and Sufku (Sufku has a total bonus of +7). If a character is skilled in gaming or gambling, grant them a +1d bonus. The first to five successes wins the game.

During the game, Sufku is fond of placing side bets. Material goods are worthless to Sufku, so he prefers to bet using information. This could be a way for him to share a few bits of information about the Sphinx Empire, this structure, or small sections of the map. Knowledge Sufku is interested in is geography, copying any maps the characters possess, or the history of Xa Deshret.

The map on the floor depicts Xa Deshret (see **Map 11**). The landscape is incorporeal and real objects pass right through the features without disrupting it. The image can't be dispelled or "turned off", but the ghost attuned to this hall can control what is depicted. If the characters beat Sufku at a game of Sennet, he offers to share maps with them that they might find useful, or the location of the secret door that leads to area 8. A few of the maps that can be displayed (or which might be of interest to the characters) include:

- The Redmoon Pass (**Map 12**)
- The Vale of the Sovereigns (**Map 13**)
- The Village of Mitra's Fist (**Map 1**)



- The city of Mughand (see *Dark Tower Vol. 3: Chosen Sons of Set*), or another map pertaining to any of the modules.

Concealed on the northern wall is a secret door. It can be located with a successful DC 15 Intelligence check. If Sufku informs the characters of the secret door, they can find it automatically.

The senet table is crafted from fine wood and inlaid with gold (worth 125 gp). It has a silk-lined drawer to store the pieces and the throwing sticks. The 10 playing pieces are carved from alabaster (each worth 12 gp). The two sets of throwing sticks are painted ivory (each set is worth 10 gp). As a complete set, the table and pieces are worth 375 gp.

Sufku (ghost): Init +2; Atk draining touch +6 melee (1d4 physical ability points – player's choice); AC 10; HD 2d12; hp 24; MV fly 40'; Act 1d20; SP un-dead traits, turn invisible (at will), immune to non-magical weapons; SV Fort +2, Ref +4, Will +6; AL C: Crit U/d8.

Un-dead traits: Ghosts are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

If the characters defeat Sufku at senet, his soul can finally rest. Award each of the PCs permanent +1 Luck (maximum 18).

Area 6 — East Stairwell: *This 15' square chamber contains a stone spiral staircase that goes up. At the base of the stairs are words inscribed into the stone.*

There are two spiral staircases that provide a route to the upper level of the Sphinx. Both are trapped. However, there is a clue at the base of the steps to avoid the traps. Each staircase has 42 steps, carved in stone. This passage carved into the steps is written in ancient Common hieroglyphics. Show **Player Handout 23**. If translated, it reads:

> *Awaits Hahtep,*
> *To Reach Her,*
> *avoid the only step*
> *in alphabetical order.*

"Forty" is the only numeral, when written in letters, that occurs in alphabetical order. The 40th step is trapped, although it can be easily stepped over or avoided. This step has a magical sigil engraved upon it. The sigil is nearly invisible and requires a successful DC 24 Find Trap check or use of *detect magic* or similar spell to locate. The sigil is triggered if touched by a living being, releasing a wave of necromantic energies inflicting 4d14 damage (DC 15 Fortitude save for half damage).

Area 7 — West Stairwell: *This 15′ square chamber contains a stone spiral staircase that goes up. At the base of the stairs are words inscribed into the stone.*

There are two spiral staircases that provide a route to the upper level of the sphinx. Both are trapped. However, there is a clue at the base of the steps to avoid the traps. Each staircase has 42 steps, carved in stone.

Inscribed Words. This passage is written in ancient Common hieroglyphics. Show **Player Handout 24**. If translated, it reads:

> *Be careful where your foot comes to rest,*
> *In order to keep your balance.*
> *Avoid the following four steps,*
> *in this number sequence: 2, 3, 5, 7, 11, 13…*

The number sequence is all prime numbers. The next four prime numbers in sequence would be 17, 19, 23, and 29. These steps are all trapped by way of *runic alphabet, fey.* The runes are nearly invisible and require a successful DC 24 Find Trap check or use of *detect magic* or similar spell to locate. However, each step can be skipped or easily avoided. If triggered, a rune explodes inflicting 3d6 damage (DC 25 Reflex save for half damage) to all targets in a 10′ radius and flammable objects catch fire.

The 29th step is **also** trapped with a second sigil. The sigil is nearly invisible and requires a successful DC 24 Find Trap check or use of *detect magic* or similar spell to locate. If not dispelled, the sigil unleashes a *scare* spell in a 60′ radius from the door. All targets in this area (nearly the entire corridor) must make a successful DC 20 Will save or immediately flee the area for 1d6+1 rounds, possibly triggering other traps (a successful Luck check indicates safe passage).

Area 8 — The Guardian of the Ways: *The secret door opens to reveal another majestic hall, but this one is smaller. Four pillars reach the ceiling overhead. The walls are covered with fanciful murals.*

Proudly sitting in the center of the room is an opulent leonine creature, with a wild mane around its human face and a pair of folded feathery wings along its muscled back. Beyond this creature is the placid surface of a basin that extends to the north wall.

This hidden hall guards the Way to Enlightenment (area 9). The ceiling is 30′ overhead and dome shaped. The murals depict scenes of pharaohs, kings and queens preparing for their journey into the afterlife. There is no illumination here.

A shallow marble-lined basin is located in the northern part of the room, positioned in front of the secret door. Inside the water is only 2′ deep. The water in the basin is pure and radiates magic.

There is a secret door centered on the northern wall. The secret door can only be found with a successful DC 20 Intelligence check. The door is situated on a lip just above the water, so the basin does not drain when the door is opened.

Ahkraten is tasked with guarding this hall, the enchanted basin, and the route to the Way of Enlightenment. Ahkraten is willing to converse with the characters, but he understands his task to test the martial acumen of the characters, as only the worthy are able to pass into the hall beyond. His answers are curt, and he is unwilling to divulge too much information on the structure. Before the confrontation begins, he asks the characters to fight with honor. If the characters do (at the judge's discretion), it determines the outcome. Once the combat is afoot, he uses his three roar actions over the course of three rounds, while unleashing *righteous fire*.

If the characters honorably defeat Ahkraten, his Hardy ability prevents his complete destruction. If the characters fought with honor, he directs the characters to the secret door. Depending on the outcome of the interaction with Ahkraten, the waters of the basin either heal or harm those that pass through them.

- If the characters honorably defeat Ahkraten, he blesses the waters of the basin. If a living creature touches the water, it heals 1 HD. If a character takes a drink, they are fully healed. Each effect only occurs once per character.
- If the characters deceive Ahkraten, or defeat him without honor, the waters of the basin are cursed. If a living creature touches the water, they are immediately reduced to 1 hit point.

Ahkraten (sphinx, andro): Init +0; Atk claw +12 melee (2d10); AC 20; HD 10d10; hp 100; MV 40′, fly 60′; Act 2d24; SP true sight, hardy (1/day), *haste* (2/day, spell check result of 24), roar (3/day), translocation, attacks treated as magical, spellcasting (+9 spell check): Spells (1st) *blessing, comprehend languages, detect evil, detect magic, food of the gods, word of command;* (2nd) *banish, restore vitality;* (3rd) *dispel magic;* (4th) *sanctify/desecrate;* (5th) *righteous fire;* SV Fort +12, Ref +6, Will +8; AL L; Crit M/d16.

Hardy (1/day): The round after being reduced to 0 hit points, the sphinx rises from apparent death, regaining 10 hit points.

Roar (3/day): The roar of a sphinx affects all creatures within a 50′ radius. The sphinx can roar up to 3/day, with each roar being louder, and more powerful than the last.

- 1st roar: Target flees in fear for 2d3 rounds (DC 13 Will save negates).
- 2nd roar: Target is deafened and paralyzed for 2d4 rounds (DC 15 Will save negates).

- 3rd roar: Target suffers 4d10 damage and is knocked prone (DC 17 Fort save halves damage and negates being knocked prone).

Translocation: As an action, a sphinx may trans-dimensionally leap to any visible location within 120′.

True sight: A sphinx's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

Area 9 — The Way of Enlightenment: *The passage beyond the secret door is dark and claustrophobic. The ceiling is only 7′ high and the passage barely 5′ wide. The walls are covered with murals on both sides. The corridor turns immediately to the east.*

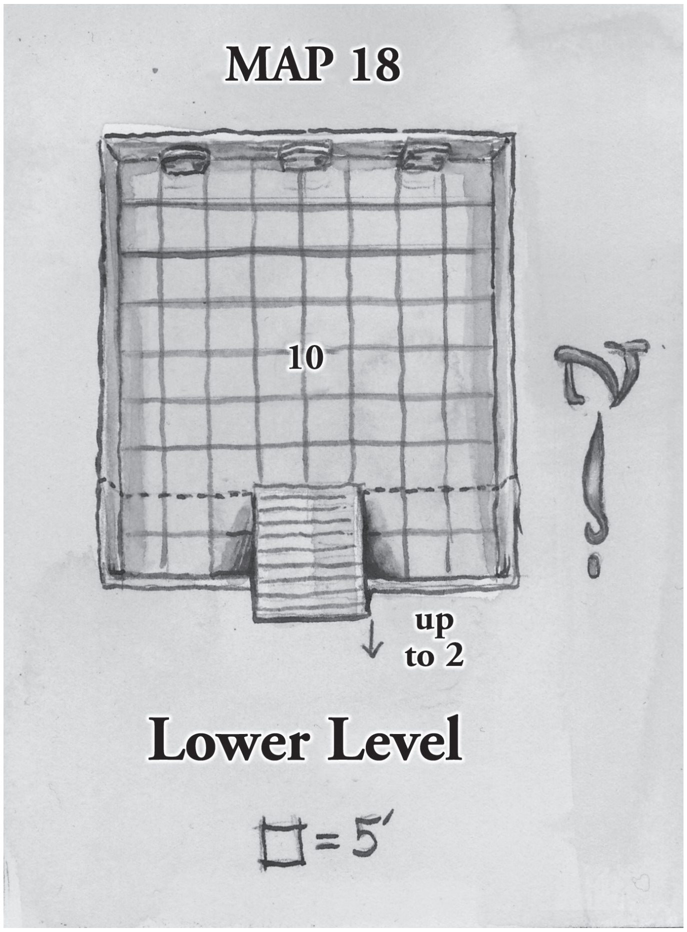
This is the Way of Enlightenment. The murals on both walls depict the journey following death. The lefthand wall depicts the journey to the Underworld, while the righthand wall depicts the journey to the "Fields of Reed". By passing through this corridor and exiting the opposite end (effectively traveling through the sphinx's tail), PCs are unaffected by the *phantasm* effect that conceals the tombs secreted in the Vale of Sovereigns (see Chapter 12, area 3). But passing through this hall is no easy task.

Treading through this path takes a psychological toll on all those who dare the journey. All living creatures believe they are alone in the hall, even if compatriots are standing within arms-reach. At five equidistant locations through this hall (indicated on the map), a living creature must make a Will save. The DC starts at 12 and increases by 2 for each progressive save. Failure inflicts psychic trauma of 1d6 damage, which increases by 1d6 for each save. Therefore, the final saving throw has a DC 20, and failure causes 5d6 damage. If a living creature focuses on the murals while traversing this hall, all saves gain a +1d bonus.

At the end of the corridor is a secret door in the form of a portal of inky darkness. If a living creature touches the black surface, it appears standing on the opposite side, outside the sphinx. This is a one-way portal. Once you pass though, there is no return.

Area 10 — Lower Hall: *The stone stairs descend in darkness, leading to a dusty crypt-like chamber. The walls are plain and unadorned. The ceiling is similar and 20′ high. On the opposite wall are three equidistant stone doors.*

Inscribed over the doors is a clue in ancient Common hieroglyphics. The engraved letters are inlaid with gold but covered with gray paint to blend into the stone wall. The clue can be found with a successful DC 10 Intelligence check. With 1 turn of effort, the paint can be scraped away revealing the golden letters. Show **Player Handout 25**. If translated, the clue reads:

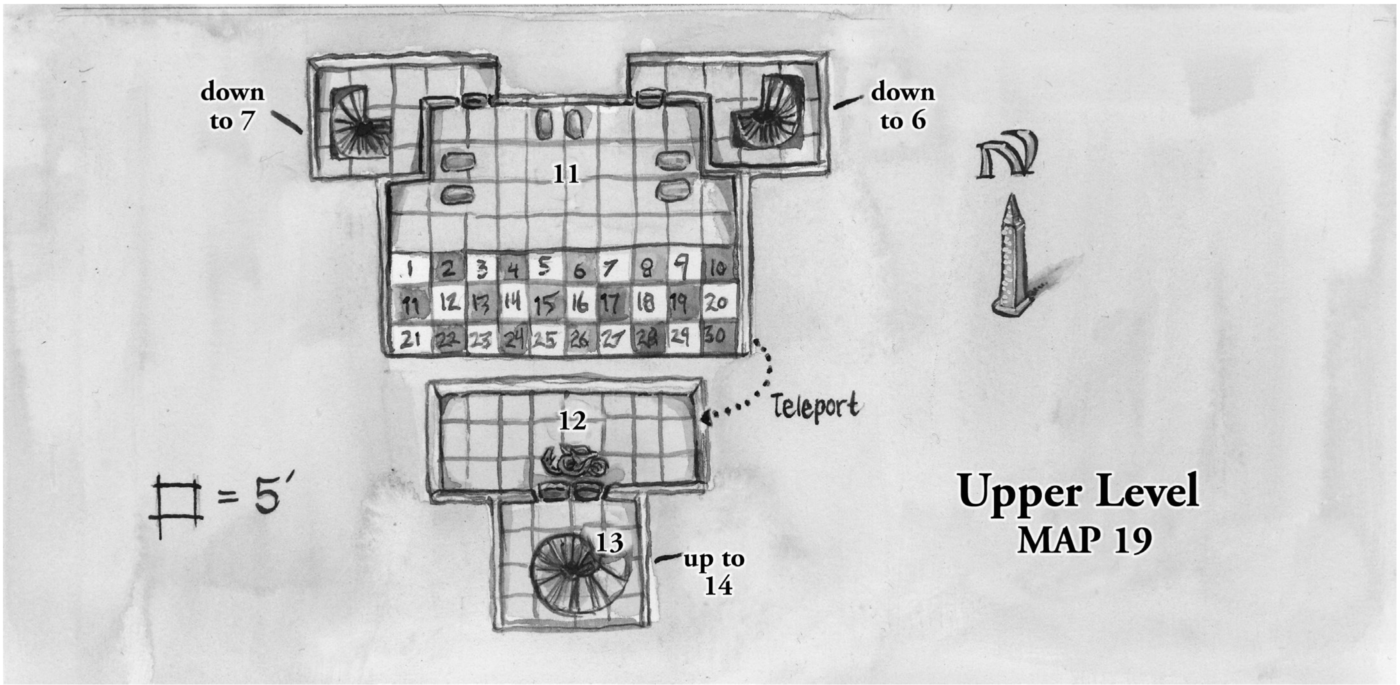


Follow her sinister hand,
To access our veiled land.
The dextral route, covered with sand
Tread here, you'll be damned.

Although the characters might deduce this is a clue to which door should be opened in this chamber, they would be deceived. The passage refers to the true entrance to the sphinx (areas 3 and 4). The phrase "her sinister hand" refers to the left paw of the stone structure and the concealed secret door to area 4. Although it is the right facing appendage, the possessive "her" gives a clue to which paw is the correct route "to access our veiled land". The "dextral route" refers to the trapped corridor at area 3.

The three stone doors are all similar. Each is locked, requiring a DC 22 Pick Lock check to open, or it may be forced with a successful DC 20 Strength check (warriors and dwarves may use their deed die on this check). The left door immediately unlocks if the word "veiled" is spoken in any language (this word is in the clue inscribed above the doors and may be read aloud). Opening any of the three doors triggers the ceiling trap.

Each door is trapped, which can be discovered with a successful DC 22 Find Trap check. Each door is rigged to collapse the ceiling. The trap can be disabled with a successful



DC 20 Disable Trap check, although all three doors must be disabled separately.

This complex trap has two parts. If triggered, roll for initiative as the ceiling block begins to fall. On initiative number 15, a sigil concealed in the ceiling is triggered by the falling ceiling block and releases a *slow* spell in a 40′ cube centered in the room. All targets within 40′ are potentially *slowed* (DC 27 Will save negates). Those that fail their save are *slowed* to half normal speed and they can take their normal actions only once every other round (with the fist "skip" being their next activation). They automatically drop to the bottom of the initiative count (in the same relative order of initiative). The effect lasts for 1d6+1 rounds.

Then, on initiative number 10, any characters north of the dashed line on the map are subject to being crushed by the ceiling. The ceiling causes 5d10 damage and buries any victims, pinning them in place and requiring a DC 20 Strength check to break free. If a target is within 10′ of the dashed line, they may attempt a DC 13 Reflex save to jump onto the stairs or one of the areas south of the dashed line. Both of these areas are safe from the crushing ceiling, although if a target ends up in either the areas to the right or left of the stairs, they are trapped by ceiling blocks, now resting on the floor. One hour after this trap is triggered, the stone golems in area 2 proceed to the secret alcoves and crank the wheels to reset the trap, releasing any trapped targets.

The gold inlaid letters can be scraped out with a sharp object (such as a dagger) and 2 turns of tedious effort. The result is 30 gp worth of gold filings.

Area 11 — The Game Room: *This wide chamber is brightly lit overhead, although the ceiling is only 12′ high. The walls are plain and unadorned. Six stone sarcophagi are scattered about the chamber: two along the north, east and west walls. In the center of the room is an elevated hex-shaped stone table with a recessed surface.*

The south area of the room has an odd floor. The floor here is divided into 5′ squares of alternating white and amber colors. Each square has a fanciful number, 1 through 30 in a grid of 10 columns and 3 rows total.

The light in this room is generated from 10 *cantrip* spells scattered about on the ceiling. The southern floor area is immediately recognizable as a giant senet board, assuming the characters passed through area 5 to get to this room. Use **Player Handout 22** to depict the senet board and track piece movement with dice or some other object.

Each sarcophagus is sealed. Each contains a **mummy**, and one (the lefthand side along the north wall) contains an **elder mummy** (see Appendix B) and a gold scepter. Although all of these are animated un-dead, they do not attack. If the table is approached, the scepter is touched, or a character steps on the senet board to the south, these un-dead animate and assume positions to play a game of senet.

With a grinding sound, the lid of each sarcophagus is pushed aside. Humanoid figures, wrapped in tattered funeral linens, deliberately pull themselves out of the stony graves. One from a northern sarcophagus carries a gold scepter. This one approaches the table in the center of the room, and carefully places the gold scepter, perhaps as a wager, and picks up a set of four throwing sticks. Meanwhile, the other four silently shuffle to the game *board and take positions on alternating amber spaces along the first row.*

The elder mummy awaits for a character to place a wager next to the scepter, pointing to an obvious magic item if necessary. It then motions the other characters to take positions on the white spaces of the board in the first row. If there are fewer than five characters (keep in mind one must stay at the table to throw sticks), it is easier to get all the pieces to escape. Once the game board is set, the sticks are thrown and a game of senet is played.

Use the rules for senet presented in area 5 to conduct the game. The only change to the game occurs if a mummy switches places with a PC. If this occurs, the mummy gets to make an attack at the character it switches with. The characters likewise can make a single melee attack if they initiate a switch with a mummy. A mummy or character that is killed is removed from the game.

The object is to get all of the playing pieces of one color off the opposite end. This is a mystic portal to area 12. If the mummy lord wins, the scepter disappears as does the object wagered by the characters. If the characters win, the last through the portal to area 12 finds the gold scepter in their possession (this is important for how area 12 plays out).

There is nothing preventing a more combat-oriented group of characters from attacking the mummies and the elder mummy. The un-dead respond with force, while the gold scepter disappears. The elder mummy falls back to assault the characters with offensive spells, reserving *paralysis* for just prior to entering melee. If the characters win, they can pass through the teleporter to area 12, but they don't have the scepter. If the characters play senet to exit the room, they are awarded a permanent +1 Luck (maximum 18) if they win, or -1 Luck if they lose.

The senet throwing sticks are made of solid ivory set with jet and gold highlights. Each set is worth 60 gp. The golden specter is worth 500 gp.

Mummy (5): Init +0; Atk choke +5 melee (1d4 / 2d4 / 3d4 / etc.) or club +3 melee (1d6+2); AC 11; HD 8d12+8; hp 60 each; MV 20'; Act 1d20; SP damage reduction 5, mummy rot (1 Stamina damage per day (DC 12 Fort save negates)), vulnerable to fire (double damage), un-dead traits; SV Fort +4, Ref +2, Will +10; AL C; Crit U/d12.

Mummy, elder: Init +0; Atk choke +7 melee (1d7 / 2d7 / 3d7 / etc.) or club +7 melee (1d6+3); AC 13; HD 16d12+16; hp 120; MV 20'; Act 1d20; SP damage reduction 10, magic resistance (all spells cast against an elder mummy are subject to 50% chance of failure before saves are rolled), mummy rot (1 Stamina damage per day, DC 12 Fort save negates), vulnerable to fire (double damage), un-dead traits, spellcasting (+10 spell check): Spells (1st) *blessing, paralysis, protection from evil, word of command;* (2nd) *binding, curse;* (3rd) *bolt from the blue;* (4th) *affliction of the gods, vermin blight*; SV Fort +8, Ref +4, Will +20; AL C; Crit U/d24.

Choke: A mummy that succeeds on a choke attack uses one or both hands to throttle its target. On the first round, this causes 1d4 (1d7 if elder mummy) from suffocation. If the mummy succeeds in a second round of choking, the next attack causes 2d4 (2d7 if elder mummy). If the third attack succeeds for a third round, the attack causes 3d4 (or 3d7), then 4d4 (or 4d7), and so on until either the mummy's attack fails or the target is suffocated.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 12 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina damage will not heal naturally until the rot is arrested by magic.

Un-dead traits: Mummies are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

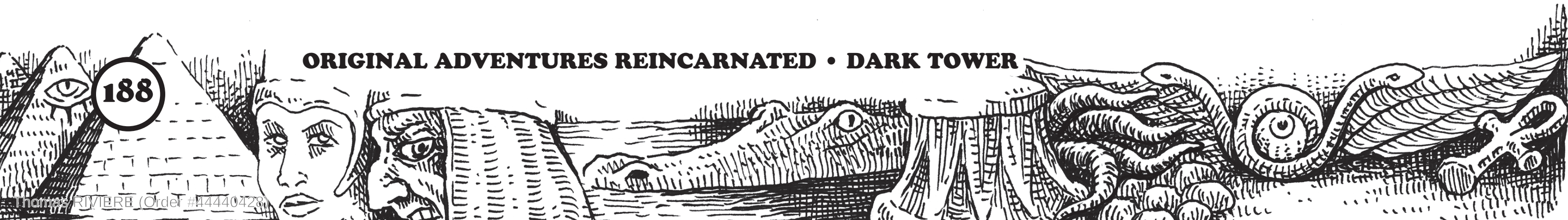
Area 12 — The Final Guardian: *With a lurch the room spins in a blur of color. In confusion you close your eyes as you feel a tingling sensation throughout your limbs. With a final heave you arrive at your destination, queasy stomach and all.*

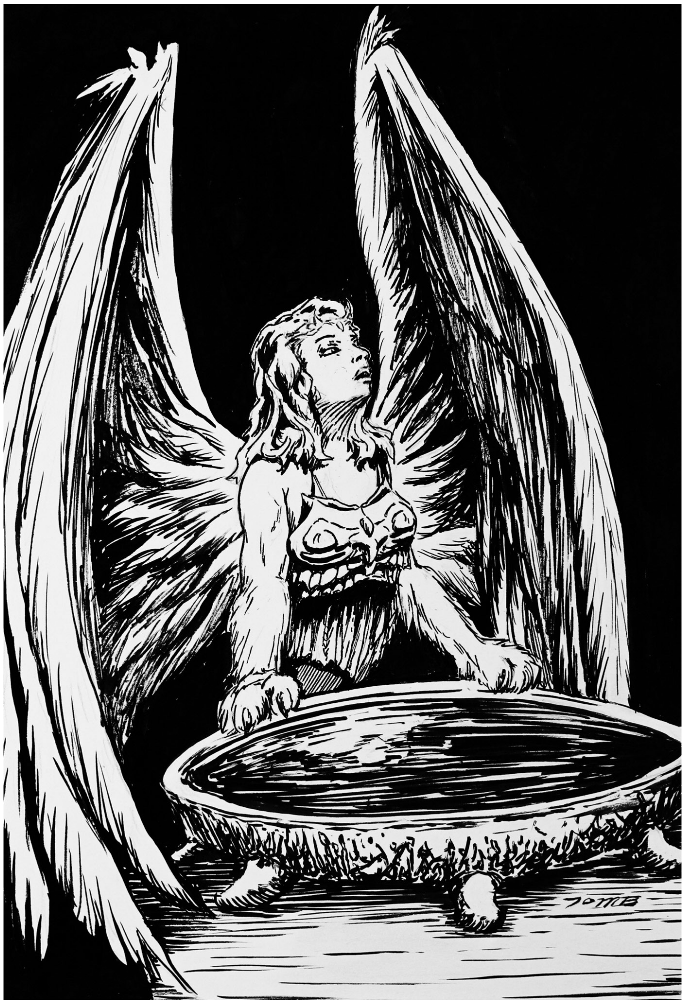
You are in a spartan hall only 15' wide but stretching for 40'. The ceiling is arched, perhaps 20' overhead. Along the south wall are a set of sealed double doors. Curled in front of the doors is a drowsy snake-like draconic creature. It has a tan scaled hide, and a pair of undersized leathery wings. A few beats of its wings and it elevates its serpentine head, which flares into a hood. Its amber eyes carefully examine each of you.

There is one more guardian, a powerful ally of the sphinx. The creature is the **cobra dragon** (see Appendix B). It takes its time inspecting the characters, even as it arches its serpentine body and prepares to attack. The dragon is looking for the gold scepter from area 12. If a character possesses the gold scepter, the cobra dragon is forbidden from attacking and moves aside to allow the group to go through the doors.

The double doors are constructed of solid iron. They are unlocked but require a successful DC 12 Strength check to open.

If the characters don't have the gold scepter, the cobra dragon unleashes its breath weapon, and then attacks with fury. Before the characters close for melee, it uses its hypnotic gaze on a warrior type, and spits poison. It then gladly enters melee. A target affected by its frightful presence has nowhere to flee and instead cowers in a corner of the room. If any targets hang back, they are subject to its





spit poison attack. If combat occurs here, the cobra dragon faithfully fulfills its task and fights to the death.

Dragon, cobra (great wyrm): Init +12; Atk claw (x3) +14 melee (1d8) and bite +14 melee (1d12 plus 4d8 poison (DC 22 Fort save for half poison damage)) and tail slap +14 melee (1d20) and wing buffet +14 melee (2d12) and crush +12 melee (3d12) or spit poison +14 missile fire (5d8 plus blindness, DC 22 Will save for half damage, range 90) or breath weapon (special); AC 31; HD 12d12; hp 120; MV 40′, fly 80′; Act 7d20; SP breath weapon (steam, 4/day), *darkness* 30′ radius (at will), frightful presence (DC 22 Will save or flee in terror for 1d4 rounds), hypnotic stare, immune to poison, light 30′ radius (at will); SV Fort +12, Ref +10, Will +12; AL N; Crit DR/2d14.

Breath weapon (steam, 4/day): The cobra dragon breathes a cone of steam 60′ long by 30′ wide, inflicting half the dragon's hit points in damage (DC 22 Fort save for half damage).

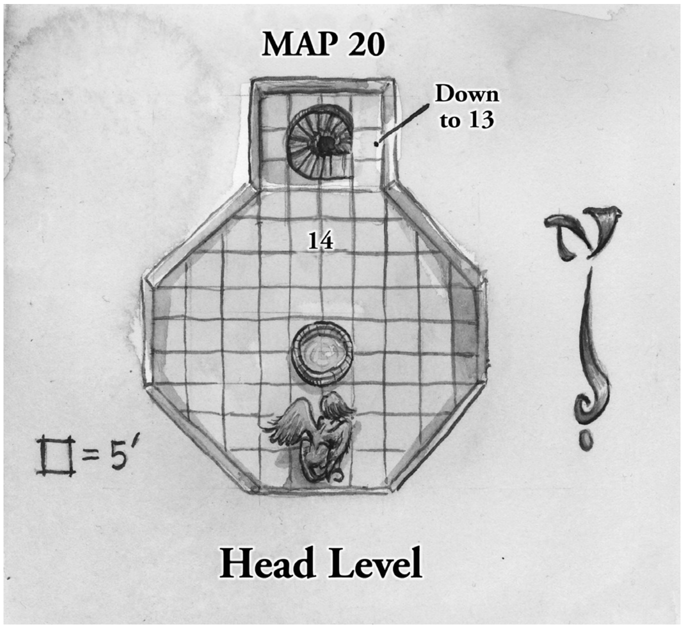
Hypnotic stare: As an action, the dragon can hypnotize targets with its gaze. The dragon can gaze into the eyes of one target per round. A creature that meets the dragon's gaze must make a DC 22 Will save or stand stupefied for as long as the dragon holds its gaze.

Area 13 — The Final Passage: *This 20′ square chamber is dominated by an ascending stone spiral staircase. Peering up, the stairs seem to go on and on forever.*

This is the "neck" of the sphinx and the spiral stairs provide access to the "head" chamber. Climbing these stairs seems to take hours. During the ascent, have each PC make three DC 15 Will saves. For each Will save that is failed, the character becomes more mentally and physically exhausted, temporarily losing 1 point of both Stamina and Personality. After seemingly hours, the characters arrive at area 14. A powerful *phantasm* grants the distance distortion effect on the stairs (DC 34 Will save negates). Characters who make their Will save to see through the *phantasm* are not subject to the three Will saves and possible ability loss. Even though they appear to be endless, in reality the stairs ascend 20′.

Area 14 — The Chamber of All Seeing: *After what seems to be hours of an arduous climb, you arrive at a hexagonal chamber. The scent of sweet perfume tingles your nostrils as a soft melodious tune falls on your ears from an unseen harp. A stone basin occupies the center of the chamber, with placid water to its edge. Behind the basin crouches a magnificent leonine creature with folded feathery wings. She has long flowing blonde hair, held in place with a golden circlet. A matching breastplate covers her chest. She patiently sits, eyes closed, but is seemingly aware of your presence.*

This place has many names: the chamber of scrying, the room of answers, the glimpse of what will become, or the place of what once was. For thousands of years, it has been the demesne of Hahtep, a **gynosphinx**. She has been tasked by the Sphinx Queen herself to guard the secrets in these halls, and she has never failed. Very few mortals have made it to this chamber, so they have her full, albeit indifferent, attention when they arrive. Even though she assumes their



purpose is great, her attitude is indifferent. And, of course, there is a payment for her knowledge.

The judge should select a method of payment that suits their campaign and the types of stories to be told. Here are a few examples of what the characters can "pay" to gain the knowledge they seek:

- The characters must answer Hahtep's riddle. This is a classic trope, but perhaps a bit "too classic". Consult the sidebar for a sample riddle, or the judge is encouraged to develop another. There are numerous books and online resources to guide in the craft of puzzle creation.
- The characters must tell Hahtep a suitable riddle. It's left to the judge's discretion whether or not the riddle is worthy of a reward, or if another tidbit of knowledge the sphinx is unlikely to know is enough for a trade. For example, since she doesn't know the true names of the Chosen Sons of Set (see Chapter 12, area B-5), this information would be suitable.
- For a group of characters that prefer a martial challenge, she can teleport the group back to the cobra dragon in area 12 (if they didn't already defeat it) or to Ahkraten in area 8 to prove their martial prowess.
- The characters can gift a powerful magic item to Hahtep.

Here is a sample riddle the judge may wish to use:

> *Beware my crashing roar,*
> *and my harried gait.*
> *I always run,*
> *yet in a solitary place, I wait.*
> *I have a boundless mouth that runs deep,*
> *but I cannot rest, or sleep.*

Answer: A river

Most likely, the characters have traveled to the Guardian Sphinx to gain knowledge or forbidden lore only privy to the sphinx, as determined in the Adventure Hooks section. Suitable knowledge that can be gained, assuming payment is made in full, could include:

- Information on the Chosen Sons of Set (see sidebar).
- Information on a specific tomb in the Vale of Sovereigns.
- A use of the Basin of Visions to glimpse an important future event.
- The use of the Basin of Visions to view a past event of some importance.
- Information on the identity and location of an artifact or legendary magic item.
- Information on how to destroy an evil artifact.

In the unlikely event the characters engage in combat with Hahtep, she is quick to defend herself. But at first opportunity she uses her translocation ability to send the characters to face off against the cobra dragon (area 12), Ahkraten (area 8), or the trapped corridor (area 3) if both of the previous adversaries have been defeated.

Hahtep (sphinx, gyno): Init +2; Atk claw +8 melee (2d8); AC 20; HD 8d10; hp 80; MV 40' or fly 60'; Act 2d24; SP true sight, bestow blessing (2/week), hardy (1/day), *haste* (2/day, spell check result of 24), translocation, attacks treated as magical, spellcasting (+7 spell check): Spells (1st) *cantrip, charm person, comprehend languages, darkness, detect magic, force manipulation, magic shield;* (2nd) *invisibility, locate object, phantasm, ray of enfeeblement, scorching ray;* (3rd) *consult spirit, dispel magic lightning bolt;* SV Fort +10, Ref +8, Will +5; AL L; Crit M/d14.

Bestow blessing (2/week): The gynosphinx may grant powerful blessings (judge's discretion) to up to two individuals per week. No target may ever receive more than one blessing of this type.

Hardy (1/day): The round after being reduced to 0 hit points, the gynosphinx rises from apparent death, regaining 10 hit points.

Translocation: As an action, the gynosphinx may open a 10' diameter trans-dimensional portal to any known location within 1 mile. The portal may be placed beneath unwary targets (DC 18 Reflex save to avoid).

True sight: A gynosphinx's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

The Basin of Visions has been crafted from stone collected from the Vision Stone (see Chapter 12, area H). Hahtep can use it as a focus to cast *locate object* once per day, granting a +2d bonus. Once per year, it can be used to scry on the future or a past event.

The circlet Hahtep wears is worth 400 gp. The breastplate is worth 600 gp.

THE SONS OF SET

If the judge is using the *Sons of Set* trilogy of additional adventure modules set in the *Dark Tower* setting, and the characters seek knowledge about dealing a deadly deific blow to the evil god, Hahtep provides the following information:

Every 666 years, when a Chosen Son of Set is destroyed, Set must wait a full year before appointing a new Chosen Son. This provides a rare opportunity to defeat all four Chosen, which would strip Set of power and influence. It just so happens this is such a year. The judge is free to choose how much time actually remains; it could be most of the year, or perhaps a mere few weeks.

Hahtep is also aware of where all four of the Chosen Sons of Set reside. One, Manahath, is in the Dark Tower of Set sworn to protect a lich ally of Set. The other three are scattered about the wastes of Xa Deshret (see the respective three adventures for details on exactly where they are located). Hahtep can send the characters back to the Chamber In Between (area 5) to show them the locations on the illusory maps.

Although she does not know the true names of the Chosen Sons, she suspects that knowledge is hidden in a tomb of a former high priest of Set (see Chapter 10, area B-5). She can share the location of that tomb but informs the characters they need to pass through the Way of Enlightenment to physically find the tomb in the vale.

CONCLUDING THE ADVENTURE

Following the characters' audience with Hahtep, and assuming they are able to make the appropriate payment and gain the information they seek, the PCs have a few options. Hahtep uses her translocation ability to transport them to another location in the sphinx so they may leave. This could be area 1, depending on their next objective. But if they seek a tomb in the Vale of the Sovereigns, then she teleports them to area 8 so they must interact with Ahkraten (if they have not already done so) and eventually seek passage through the Way of Enlightenment.

There is very little treasure to be gained for overcoming the challenges of the sphinx. It is recommended the judge reward the characters using one (or more) of the options below. If the characters seek to confront the Chosen Sons of Set, Hahtep is inclined to bestow upon them a powerful magic item, such as the *flying carpet*. This wondrous item would facilitate getting to the locations of the three Chosen Sons of Set in a short duration.

- A very rare or legendary magic item. Suitable options could include:
  - A *flying carpet* (see Appendix D)
  - A suit of *ifrit chainmail* (see Appendix D)
  - A magical sword
  - The *staff of storms* (see Appendix D)
- A blessing of a permanent +1 Intelligence and a protective blessing of +1 to AC and saving throws (on two different characters; this protective blessing lasts for the duration of their quest).

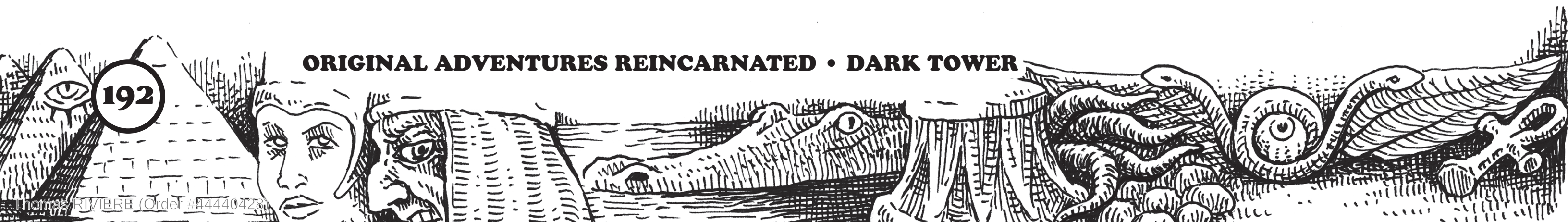
Here ends *The Secrets of the Sphinx*.

APPENDIX A

READY-TO-PLAY CHARACTERS

The following roster of characters can be used as pre-generated player characters or NPCs for use in Dark Tower. Armor Class has already been adjusted for Agility, but not for any magic items. Hit points have been calculated with maximum number at 0-level, then average results plus Stamina modifiers. These characters can be adjusted to higher or lower levels as needed to suit the judge and can be further customized using the notes and tables that appear below.

Name	**Quay Quistle**	**Patric the Devout**	**Beregyn Belini**	**Graytharr Graniteheel**	**Mara Corinth**	**Brother Cullen**
Sex	Male	Male	Female	Male	Female	Male
Class	Elf	Cleric	Halfling	Dwarf	Thief	Cleric
Occupation	Sage	Beadle	Dyer	Miner	Soldier	Mendicant
Alignment	C	L	N	N	L	L
Level (HD)	3 (3d6)	3 (3d8)	3 (3d6)	3 (3d10)	3 (3d6)	3 (3d8)
Armor	Padded	Half-plate & Shield	Studded Leather	Full Plate	Studded Leather	Chainmail
Armor Class	13	18	14	18	15	17
Fumble Die	d8	d16	d8	d16	d8	d12
Initiative	+2	+0	+2	+0	+2	+2
Movement	30′	20′	20′	10′	30′	25′
Hit Points	14	21	18	32	18	21
Strength	10 (+0)	13 (+1)	8 (-1)	17 (+2)	16 (+2)	14 (+1)
Agility	16 (+2)	9 (+0)	16 (+2)	10 (+0)	16 (+2)	16 (+2)
Stamina	12 (+0)	15 (+1)	14 (+1)	18 (+3)	15 (+1)	13 (+1)
Intelligence	14 (+1)	14 (+1)	12 (+1)	13 (+1)	9 (+0)	12 (+0)
Luck	8 (-1)	18 (+3)	17 (+2)	12 (+1)	11 (+0)	16 (+2)
Personality	18 (+3)	11 (+0)	10 (+0)	8 (-1)	13 (+1)	10 (+0)
Reflex	+3	+1	+4	+1	+4	+3
Fortitude	+1	+2	+2	+5	+2	+2
Will	+5	+2	+2	+0	+2	+2
Weapons	Longsword	Staff	Club x2	Battleaxe	Short Sword	Mace
	Staff	Mace	Sling	Warhammer	Dagger (2)	Sling
	Shortbow			Crossbow	Shortbow	
Equipment	Spellbook	Holy Symbol	Candle	Oil Flask x4	Thieves' Tools	Holy Symbol
	Oil Flask x3	Holy Water Vial x4	Chalk x3	Flint & Steel	Flint & Steel	Parchment
	50′ Rope	Torch x2			Oil Flask x4	Quill & Ink



Name	**Sir Palan Pendrock**	**Galena of Greenfrond**	**Magistree Naleev**	**Crath the Crusher**	**Dalen Dweorckle**	**Er'lanna the Azure**
Sex	Male	Female	Female	Male	Male	Female
Class	Warrior	Elf	Thief	Dwarf	Elf	Wizard
Occupation	Soldier	Forester	Jeweler	Rat-catcher	Chandler	Noble
Alignment	L	N	N	L	C	L
Level (HD)	3 (3d12)	3 (3d6)	3 (3d6)	3 (3d10)	3 (3d6)	3 (3d4)
Armor	Full Plate & Shield	None	Leather	Half-plate	Leather	None
Armor Class	19	13	15	18	14	11
Fumble Die	d16	d4	d8	d16	d8	d4
Initiative	+3	+3	+3	+1	+2	+1
Movement	20′	30′	30′	10′	30′	30′
Hit Points	27	14	10	24	14	11
Strength	16 (+2)	14 (+1)	11 (+0)	16 (+2)	14 (+1)	10 (+0)
Agility	9 (+0)	18 (+3)	18 (+3)	15 (+1)	16 (+2)	14 (+1)
Stamina	14 (+1)	12 (+0)	8 (-1)	15 (+1)	10 (+0)	10 (+0)
Intelligence	10 (+0)	8 (-1)	14 (+1)	10 (+0)	16 (+2)	18 (+3)
Luck	16 (+2)	15 (+1)	13 (+1)	13 (+1)	9 (+0)	13 (+1)
Personality	14 (+1)	10 (+0)	12 (+0)	8 (-1)	12 (+1)	11 (+0)
Reflex	+1	+4	+5	+2	+3	+2
Fortitude	+3	+1	+0	+3	+1	+1
Will	+2	+2	+1	+0	+3	+2
Weapons	Longsword	Longsword	Dagger x4	Battleaxe	Longsword	Staff
	Morningstar	Longbow	Short Sword	Short Sword	Longbow	Dagger x3
	Dagger x2	Dagger x2		Crossbow	Dagger x2	
Equipment	Hammer & Spikes x10	Silver Arrows x12	Thieves' Tools	Oil Flask x3	Spellbook	Spellbook
	Flint & Steel	Oil Flask x2	Grappling Hook	Flint & Steel	Flask x4	Book (blank)
	Torch x5	Holy Water Vial x3	50′ Rope	Crowbar	10′ Mithril Chain	Magnifying Glass

Additional Equipment: Each character has been assigned basic equipment and has 100 gp to purchase additional items. Each character also has a potion of *healing* (1d6+1). Elves may replace up to two steel items in their possession with mithril ones.

Magic Items: A 3rd-level character should have 1 to 2 magic items. In addition, a character has 1-2 potions or *spell scrolls*. Roll once on Table 1 to determine if the character has a magic weapon and/or armor, once on Table 2 to assign an additional magic item, and finally once on Table 3 to assign a potion or spell scroll. On Table 3, the player chooses a potion or a scroll (not both).

TABLE 1: MAGIC WEAPONS AND ARMOR

d100 Roll	Result	Wizard Result
01-15	No magic weapon or magic armor*	None*
16-40	+1 armor or +1 shield	+1 cloak (AC and Saves)
41-45	+2 armor	+1 weapon
46-80	+1 weapon	potion (choice)
81-95	+1 weapon and +1 armor or +1 shield	wand (choice)
96-100	+2 weapon	scroll (choice)

* The character gets a +20 to the roll when using Table 2

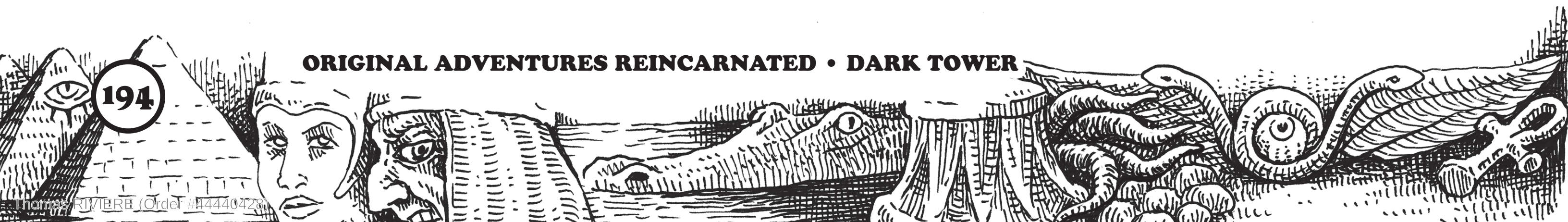
TABLE 2: MISCELLANEOUS MAGIC ITEMS

d100 Roll	Result
01-10	*Crystal ball*#
11-30	*Flash gem*#
31-40	*Footpad's boots*#
41-55	*Ring of spider climb* (as per spell check result of 20, 3/day)
56-70	*Boots of leaping*#
71-75	*Ring of speed*#
76-80	*Ring of feather falling* (spell check d20+10)
81-90	*Gloves of Elfland's grace*#
91-95	*Horn of summoning*#
96-98	*Amulet of the adder*#
99-100	Choose any 1 item from the list
101+	Roll twice (ignoring results greater than 100)

# Item is found in Appendix D

TABLE 3: POTIONS AND SCROLLS

d100 Roll	Potion Result	Spell Scrolls Result
1-15	Potion of *healing*	1 1st-level spell
16-35	Potion of *flying*	1 1st-level spell
36-55	Potion of *extraordinary healing*	1 2nd-level spell
56-65	Potion of *water-breathing*	1 2nd-level spell
66-75	Potion of *growth*	1d4 1st-level spells
76-80	Potion of *fire resistance*	1d4 1st-level spells
81-85	Potion of *gaseous form*	1d4 1st-level spells and 1 2nd-level spell
86-90	Potion of *giant strength*	1d4 1st-level spells and 1 2nd-level spell
91-95	Potion of *invisibility*	1d4 2nd-level spells
96-100	Roll twice on this table, ignoring results greater than 96	



DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name: BROTHER CULLEN
Title: BROTHER
Occupation: MENDICANT
Class: CLERIC
Alignment: LAWFUL
Speed: 25'
Level: 3
XP: 113

Armor Class: 18
Hit Points: 21
Max: 21

Combat Basics

Initiative: +0
Action dice: 1d20
Attack: +2
Crit die: d10
Crit table: III

Strength 14	**Modifier:** +1	
Agility 16	**Modifier:** +2	**Ref Save** +3
Stamina 13	**Modifier:** +1	**Fort Save** +2
Personality 10	**Modifier:** +0	**Will Save** +2
Luck 16	**Modifier:** +2	**Lucky Roll** Path of the Bear +2 to melee dmg rolls
Intelligence 12	**Modifier:** +0	**Languages** Common

Melee Attack: +3
Melee Damage: +1
Missile Attack: +2
Missile Damage: +1

Character Portrait or Symbol

Weapons

Mace (+4 to hit, 1d6+1+1 dmg)
Sling (+2 to hit, 1d4 dmg)
40 sling stones

Treasure

100 gp

Equipment

Flash Gem (see Appendix D)
Holy Symbol
Parchment
Quill & Ink
Potion of Healing (1d6+1)
Scroll - Banish

Armor

+1 Chainmail (+5 AC, -5', d12 Fumble)

Cleric Spells & Abilities

Deity: CHORANUS
Spell check: +3
Disapproval Range:

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

Abilities: divine aid, turn unholy (+Per/Luck mods), lay on hands.

Lay On Hands (names / alignment step)	12	14	20	22+
(same) LAWFUL	2 dice	3 dice	4 dice	5 dice
(adjacent) NEUTRAL	1 dice	2 dice	3 dice	4 dice
(opposed) CHAOTIC	1 dice	1 dice	2 dice	3 dice

Spells

BLESSING
DARKNESS
PARALYSIS
RST COLD OR HEAT
SECOND SIGHT
CURE PARALYSIS
SNAKE CHARM

Cleric

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name: PATTRIC THE DEVOUT
Title: BROTHER
Occupation: BEADLE
Class: CLERIC
Alignment: LAWFUL
Speed: 20'
Level: 3
XP: 113

Armor Class: 18
Hit Points: 21
Max: 21

Combat Basics

Initiative: +0
Action dice: 1d20
Attack: +2
Crit die: d10
Crit table: III

Strength 13	Modifier: +1	
Agility 9	Modifier: +0	+1 **Ref Save**
Stamina 15	Modifier: +1	+2 **Fort Save**
Personality 11	Modifier: +0	+2 **Will Save**
Luck 18	Modifier: +3	**Lucky Roll:** Born on the Battlefield +3 to dmg rolls
Intelligence 14	Modifier: +1	

Melee Attack: +3
Melee Damage: +1
Missile Attack: +2
Missile Damage:

Character Portrait or Symbol

Languages: Common, Angelic

Weapons

+1 Mace (+4 to hit, 1d6+1+1+3 dmg)
Staff (+3 to hit, 1d6+1+3 dmg)

Treasure

100 gp

Equipment

Flash Gem (See Appendix D)
Holy Symbol
Holy Water (x3)
Torch (x2)
Potion of Flying
Potion of Healing (1d6+1)

Armor

Half Plate (+7 AC, -10', d16 Fumble)
Shield (+1 AC)

Cleric Spells & Abilities

Deity: KLATATH
Spell check: +3

Disapproval Range:

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

Abilities: divine aid, turn unholy (+Per/Luck mods), lay on hands.

Lay On Hands (names / alignment step)	**12**	**14**	**20**	**22+**
(same) LAWFUL	2 dice	3 dice	4 dice	5 dice
(adjacent) NEUTRAL	1 dice	2 dice	3 dice	4 dice
(opposed) CHAOTIC	1 dice	1 dice	2 dice	3 dice

Spells

BLESSING
DETECT EVIL
DETECT MAGIC
HOLY SANCTUARY
WORD OF COMMAND
DIVINE SYMBOL
RESTORE VITALITY

Cleric

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name: CRATH THE CRUSHER

Title: DELEGATE

Occupation: RAT-CATCHE

Class: DWARF

Alignment: LAWFUL

Speed: 10'

Level: 3

XP: 126

Armor Class: 20

Hit Points: 24

Max: 24

Combat Basics

Initiative: +1

Action dice: 1d20

Attack: +d5

Crit die: d14

Crit table: III

Strength	16	**Modifier:** +2	
Agility	15	**Modifier:** +1	+2 **Ref Save**
Stamina	15	**Modifier:** +1	+3 **Fort Save**
Personality	8	**Modifier:** -1	+0 **Will Save**
Luck	13	**Modifier:** +1	
Intelligence	10	**Modifier:** +0	

Melee Attack: +d5+2

Melee Damage: +d5+2

Missile Attack: +d5+1

Missile Damage: +d5

Lucky Roll: Conceived on horsebck +1 to Mounted

Character Portrait or Symbol

Languages: Common, Dwarf, Goblin

Weapons

Battleaxe (+1+d5+2+1 to hit, 1d10+1+d5+2 dmg)
Short sword (+d5+2 to hit, 1d6+d5+2 dmg)
Crossbow (+d5+1 to hit, 1d6+d5 dmg)
20 bolts

Treasure

100 gp

Equipment

Crowbar
Flint & Steel
Oil Flask (x3)
Potion of Healing (1d6+1)
Potion of Water-Breathing
Ring of Speed (see Appendix D)

Armor

+2 Half-Plate (+7 AC, -7 Check, -10', d16 fumble)

Dwarf Abilities

Infravision

Underground skills: smell gold/gems, find construction

Lucky weapon: BATTLEAXE

Mighty Deeds of Arms

Shield Bash (d14 action die)

Notes

Dwarf

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name: GRAYTHARR GRANITEHEEL

Title: JOURNEYER

Occupation: MINER

Class: DWARF

Alignment: NEUTRAL

Speed: 10'

Level: 3

XP: 114

Armor Class: 19

Hit Points: 32

Max: 32

Combat Basics

Initiative: +0

Action dice: 1d20

Attack: +d5

Crit die: d14

Crit table: III

Strength	17	Modifier: +2
Agility	10	Modifier: +0
Stamina	18	Modifier: +3
Personality	8	Modifier: -1
Luck	12	Modifier: +0
Intelligence	13	Modifier: +1

Ref Save: +1

Fort Save: +5

Will Save: +0

Melee Attack: +d5+2

Melee Damage: +d5+2

Missile Attack: +d5

Missile Damage: +d5

Character Portrait or Symbol

Lucky Roll

Warrior's Arm
+0 to Critical Hits

Languages

Common, Dwarf, Neutral, Orc

Weapons

+1 Battleaxe (+1+d5+2 to hit,
+1+d5+2 dmg)
Warhammer (+d5+2 to hit, +d5+2 dmg)
Crossbow (+d5 to hit, +d5 dmg)
20 bolts

Treasure

100 gp

Equipment

Flint & Steel
Oil Flask (x4)
Potion of Healing (1d6+1)
Potion of Invisibility
Boots of Leaping (See Appendix D)

Armor

+1 Full Plate (+8 AC, -8 Check Penalty, -10', d16 fumble)

Dwarf Abilities

Infravision

Underground skills: smell gold/gems, find construction

Lucky weapon: NONE

Mighty Deeds of Arms

Shield Bash (d14 action die)

Notes

Dwarf

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name: DALEN DWEORCKLE

Title: QUESTER

Occupation: CHANDLER

Class: ELF

Alignment: CHAOTIC

Speed: 30'

Level: 3

XP: 136

Armor Class: 15

Hit Points: 14

Max: ____

Combat Basics

Initiative: +2
Action dice: 1d20
Attack: +2
Crit die: d8
Crit table: II

Strength 14	**Modifier:** +1	
Agility 16	**Modifier:** +2	**Ref Save** +3
Stamina 10	**Modifier:** +0	**Fort Save** +1
Personality 12	**Modifier:** +1	**Will Save** +3
Luck 9	**Modifier:** +0	
Intelligence 16	**Modifier:** +2	

Melee Attack: +3
Melee Damage: +1
Missile Attack: +4
Missile Damage: +1

Lucky Roll
Righteous Heart
+0 Turn Unholy checks

Character Portrait or Symbol

Languages
Common, Chaos, Dwarf, Eagle, Elf

Weapons

Mithril Longsword (+3 to hit, 1d8+1 dmg)
2 Mithril daggers (+3 to hit, 1d4+1 dmg)
+1 Longbow (+4 to hit, 1d6+1+1 dmg)
20 arrows

Treasure

100 gp

Equipment

Spellbook
Flask of oil (x4)
10' mithril chain
Potion of Healing (x2) (1d6+1)
Ring of Spider Climb (see Appendix D)

Armor

+1 Leather (+3 AC, -1 check, d8 fumble)

Elf Abilities

Base spell check: +5 **Familiar:** ____
Patron(s): The King of Elfland
Corruption: ____
Elf traits: iron vulnerability, heightened senses, Luck mod to one level 1 spell
Other notes: Patron Spell: Forest Walk

Spells

Spell Name	Level	Check	Mercurial Effect & Notes
Patron bond	*1*	+5	(39) Blood Sweat
Invoke patron (2 /day)	*1*	+6	(39) Blood Sweat
CANTRIP	1	+5	(05) Difficult to Cast (-1d)
CHOKING CLOUD	1	+5	(79) Plague of Rats
FOREST WALK	1	+5	(92) Gibbering Allies
FLAMING HANDS	1	+5	(49) None
MENDING	1	+5	(22) Sympathetic Magic
ROPEWORK	1	+5	(59) None
MIRROR IMAGE	2	+5	(01) At Great Cost

Elf

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name: GALENA OF GREENFROND

Title: QUESTER

Occupation: FORESTER

Class: ELF

Alignment: NEUTRAL

Speed: 30'

Level: 3

XP: 113

Armor Class: 13

Hit Points: 14

Max: ____

Combat Basics

Initiative: +3

Action dice: 1d20

Attack: +2

Crit die: d8

Crit table: II

Strength	14	**Modifier:** +1
Agility	18	**Modifier:** +3
Stamina	12	**Modifier:** +0
Personality	10	**Modifier:** +0
Luck	15	**Modifier:** +1
Intelligence	8	**Modifier:** -1

Ref Save: +5

Fort Save: +1

Will Save: +2

Lucky Roll

Struck by lightning
+1 Reflex Saves

Languages: Common, Dwarf, Elf

Melee Attack: +3

Melee Damage: +1

Missile Attack: +5

Missile Damage: +0

Character Portrait or Symbol

Weapons

Longsword (+3 to hit, 1d8+1 dmg)
2 daggers (Melee +3 to hit, 1d5+1)
(Missile +5 to hit, 1d4)
Longbow (+5 to hit, 1d6 dmg)
20 arrows
12 silver arrows

Treasure

100 gp

Equipment

Spellbook
Flash Gem (See App D)
Flask of oil (x2)
Holy Water (x2)
Potion of Healing (1d6+1)
Potion of Flying
Ring - Feather Fall (Spell Check d20+10)
Scroll - Knock
Scroll - Strength

Armor

None (d4 Fumble)

Elf Abilities

Base spell check: +2 **Familiar:** ____

Patron(s): The Three Fates

Corruption: ____

Elf traits: **iron vulnerability, heightened senses, Luck mod to one level 1 spell**

Other notes: Marked upon their face by the Three Fates.

Spells

Spell Name	Level	Check	Mercurial Effect & Notes
Patron bond	*1*	+2	(34) Thunderstruck
Invoke patron (1 /day)	*1*	+3	(34) Thunderstruck
CHARM PERSON	1	+2	(41) None
ENLARGE	1	+2	(96) Powerful Caster (+1d)
MAGIC MISSILE	1	+3	(09) Anima Drain
SHATTER	2	+2	(24) Prismatic Distortion

Elf

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name: QUAY QUISTLE

Title: QUESTER

Occupation: SAGE

Class: ELF

Alignment: CHAOTIC

Speed: 30'

Level: 3

XP: 121

Armor Class: 14

Hit Points: 14

Max: ____

Combat Basics

Initiative: +2

Action dice: 1d20

Attack: +2

Crit die: d8

Crit table: II

Strength	10	Modifier: +0
Agility	16	Modifier: +2
Stamina	12	Modifier: +0
Personality	18	Modifier: .3
Luck	8	Modifier: -1
Intelligence	14	Modifier: +1

Ref Save: +3

Fort Save: +1

Will Save: +5

Melee Attack: +2

Melee Damage: +0

Missile Attack: +3

Missile Damage: +0

Lucky Roll: Fortunate Date
-1 Missile Fire Attack

Character Portrait or Symbol

Languages: Common, Bear, Demonic, Elf

Weapons

Longsword (+2 to hit, 1d8 dmg)
Staff (+2 to hit, 1d6 dmg)
Longbow (+3 to hit, 1d6 dmg)
20 arrows

Treasure

100 gp

Equipment

Spellbook
Flask of oil (x3)
50' rope
Potion of Healing (1d6+1)
Potion of Flying
Ring - Feather Fall (Spell Check d20+10)

Armor

+1 Padded Armor (+1 AC, d8 Fumble)

Elf Abilities

Base spell check: +4 **Familiar:** ____

Patron(s): The King of Elfland

Corruption: ____

Elf traits: iron vulnerability, heightened senses, Luck mod to one level 1 spell

Other notes: Marked upon their face by the King of Elfland.

Spells

Spell Name	Level	Check	Mercurial Effect & Notes
Patron bond	*1*	+4	(81) Terrible to Behold
Invoke patron (1 /day)	*1*	+5	(81) Terrible to Behold
ANIMAL SUMMONING	1	+4	(77) Call of the Outer Dark
COLOR SPRAY	1	+4	(28) Odd Growths - Flowers
DETECT MAGIC	1	+4	(42) None
MAGIC SHIELD	1	+4	(63) Diurnal Magic
READ MAGIC	1	+4	(48) None
WARD PORTAL	1	+4	(73) Karmic Casting
INVIS. COMPANION	2	+4	(12) Magical Reverb

Elf

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name: BEREGYN BELINI
Title: COLLECTOR
Occupation: DYER
Class: HALFLING
Alignment: NEUTRAL
Speed: 20'
Level: 3
XP: 116

Armor Class: 16
Hit Points: 18
Max: ____

Combat Basics

Initiative: +2
Action dice: 1d20
Attack: +2
Crit die: d10
Crit table: III

Strength	8	Modifier: -1	
Agility	16	Modifier: +2	+4 Ref Save
Stamina	14	Modifier: +1	+2 Fort Save
Personality	10	Modifier: +0	+2 Will Save
Luck	17	Modifier: +2	
Intelligence	12	Modifier: +0	

Melee Attack: +1
Melee Damage: -1
Missile Attack: +4
Missile Damage:

Lucky Roll: Survived a spider bite
+2 Saves vs. Poison

Character Portrait or Symbol

Languages: Common, Halfling, Minotaur

Weapons

2 clubs (+1 to hit, 1d6-1 dmg)
Sling (+4 to hit, 1d4-1 dmg)
40 sling stones

Treasure

100 gp

Equipment

Candle
Chalk (x3)
Footpad's Boots (see Appendix D)
Potion of extraordinary healing (3d6+3)
Potion of Healing (1d6+1)

Armor

+1 Studded Leather (+3 AC, d8 fumble)

Halfling Abilities

Infravision
Stealth: +7
Lucky

Two-weapon fighting
- **Action dice d16+d16**
- **Crit on nat 16**
- **Fumble only on 2x 1**
- **If Agi >16, use normal rules**

Notes

Halfling

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name	MAGISTREE NALEEV
Title	BURGLAR
Occupation	JEWELER
Class	THIEF
Alignment	NEUTRAL
Speed	30'
Level	3
XP	121
Armor Class	15
Hit Points	10
Max:	10

Combat Basics

Initiative:	+3
Action dice:	1d20
Attack:	+2
Crit die:	d14
Crit table:	II

	Score	Modifier:
Strength	11	+0
Agility	18	+3
Stamina	12	+0
Personality	10	+0
Luck	15	+1
Intelligence	8	-1

Ref Save	+5
Fort Save	+0
Will Save	+1

Melee Attack	**Melee Damage**
+2	+0

Missile Attack	**Missile Damage**
+3	+0

Character Portrait or Symbol

Lucky Roll

The Raging Storm
+1 to Spell Damage

Languages Common, Thieves' Cant

Weapons

Short Sword (+2 to hit, 1d6 dmg)
4 Daggers (melee +2 to his, 1d4 dmg)
(Missile +3 to hit, 1d4 dmg)

Treasure

100 gp

Equipment

Thieves' Tools
Grappling Hook
50' Rope
Crystal Ball (see Appendix D)
Footpad's Boots (see Appendix D)
Potion of Healing (1d6+1)
Scroll: Magic Missile
Scroll: Invisibility

Armor

Leather (+2 AC, d8 Fumble)

Thief Abilities

Luck Die	d 5	**Disable trap**	+ 8
Backstab	+ 2	**Forge document**	+ 10
Sneak silently	+ 10	**Disguise self**	+ 1
Hide in shadows	+ 8	**Read languages**	+ 1
Pick pocket	+ 10	**Handle poison**	+ 2
Climb sheer surfaces	+ 10	**Cast spell from scroll**	d 14
Pick lock	+ 8		
Find trap	+ 47		

Notes

Thief

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name: MARA CORINTH

Title: ROGUE

Occupation: SOLDIER

Class: THIEF

Alignment: LAWFUL

Speed: 30'

Level: 3

XP: 121

Armor Class: 16

Hit Points: 18

Max: 18

Combat Basics

Initiative:	+2
Action dice:	1d20
Attack:	+2
Crit die:	d14
Crit table:	II

Strength	16	**Modifier:** +2		**Melee Attack** +4	**Melee Damage** +2
Agility	16	**Modifier:** +2	+3 **Ref Save**	**Missile Attack** +4	**Missile Damage** +2
Stamina	15	**Modifier:** +1	+2 **Fort Save**		
Personality	13	**Modifier:** +1	+2 **Will Save**		
Luck	11	**Modifier:** +0			
Intelligence	9	**Modifier:** +0			

Character Portrait or Symbol

Lucky Roll

Born Under the Loom
+0 to Skill Checks

Languages: Common, Thieves' Cant

Weapons

+1 Short Sword (+5 to hit, 1d6+1+2 dmg)
2 Daggers (+4 to hit, 1d4+2 dmg
Shortbow (+4 to hit, 1d6 dmg)

Treasure

100 gp

Equipment

Thieves' Tools
Flint & Steel
Oil Flask (x4)
Amulet of the Adder (See Appendix D
Potion of Flying
Potion of Healing (1d6+1)

Armor

+1 Studded Leather (+4 AC, -2 check, d8 Fumble)

Thief Abilities

Luck Die	d5	**Disable trap**	+9
Backstab	+5	**Forge document**	+3
Sneak silently	+7	**Disguise self**	+3
Hide in shadows	+9	**Read languages**	+1
Pick pocket	+7	**Handle poison**	+2
Climb sheer surfaces	+9	**Cast spell from scroll**	d12
Pick lock	+7		
Find trap	+7		

Notes

Thief

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name: SIR PALAN PENDROCK

Title: KNIGHT

Occupation: SOLDIER

Class: WARRIOR

Alignment: LAWFUL

Speed: 20'

Level: 3

XP: 127

Armor Class: 19

Hit Points: 27

Max: 27

Combat Basics

Initiative: +3

Action dice: 1d20

Attack: +d5

Crit die: d16

Crit table: IV

Strength	16	**Modifier:** +2	
Agility	9	**Modifier:** +0	+1 **Ref Save**
Stamina	14	**Modifier:** +1	+3 **Fort Save**
Personality	14	**Modifier:** +1	+2 **Will Save**
Luck	16	**Modifier:** +2	
Intelligence	10	**Modifier:** +0+	

Melee Attack: +d5+2

Melee Damage: +d5+2

Missile Attack: +d5

Missile Damage: +d5+2

Lucky Roll: The Broken Star
-4 to Fumble Rolls

Character Portrait or Symbol

Languages: Common

Weapons

+1 Longsword (+d5+3+1 to hit, 1d8+d5+2+1 dmg)

Morning Star (+d5+2 to hit, 1d6+d5+2 dmg)

2 Daggers (+d5+2 to hit, 1d4+d5+2 dmg)

Treasure

100 gp

Equipment

Hammer & 10 Spikes

Flint & Steel

Torch (x5)

Potion of Healing (x2) (1d6+1)

Armor

Full Plate

Shield (+1 AC)

Warrior Abilities

Critical threat range: 19-20

Lucky weapon: Longsword

Add class level to initiative, Mighty Deeds of Arms

Notes

Warrior

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name	ER'LANNA THE AZURE
Title	CONJURER
Occupation	NOBLE
Class	WIZARD
Alignment	LAWFUL
Speed	30'
Level	3
XP	112

Armor Class 11

Hit Points 11

Max: 11

Combat Basics

Initiative: +1
Action dice: 1d20
Attack: +1
Crit die: d8
Crit table: I

Strength	10	**Modifier:** +0
Agility	14	**Modifier:** +1
Stamina	10	**Modifier:** +0
Personality	11	**Modifier:** +0
Luck	13	**Modifier:** +1
Intelligence	18	**Modifier:** +3

Ref Save	+2
Fort Save	+1
Will Save	+2

Melee Attack	Melee Damage
+1	+0

Missile Attack	Missile Damage
+2	+0

Lucky Roll

The Bull
+1 Melee Attack Rolls

Languages

Common, Bear, Dragon, Law, Neutrality, Orc, Undercommon

Character Portrait or Symbol

Weapons

Staff
3 Daggers

Treasure

100 gp

Equipment

Spellbook
Book, blank
Gloves of Elfland's Grace (see App. D)
Magnifying Glass
Potion of Healing (1d6+1)
Scroll: Magic Shield
Wand: Ward Portal (2/day, DC 20 Str to open)

Armor

None (d4 Fumble)

Wizard Spells & Abilities

Base spell check: +6
Familiar:
Patron(s):
Corruption:
Other Notes:

Spells

Spell Name	Level	Check	Mercurial Effect & Notes
CANTRIP	1	+6	(06) Counter-Magic Bubble
CHARM PERSON	1	+6	(19) Siphon Magic
MAGIC MISSILE	1	+6	(64) Wealful/Woeful Magic
MENDING	1	+6	(36) Demonic Voice
READ MAGIC	1	+6	(83) Blue Star
ROPEWORK	1	+6	(22) Sympathetic Magic
KNOCK	2	+6	(24) Prismatic Distortion

Wizard

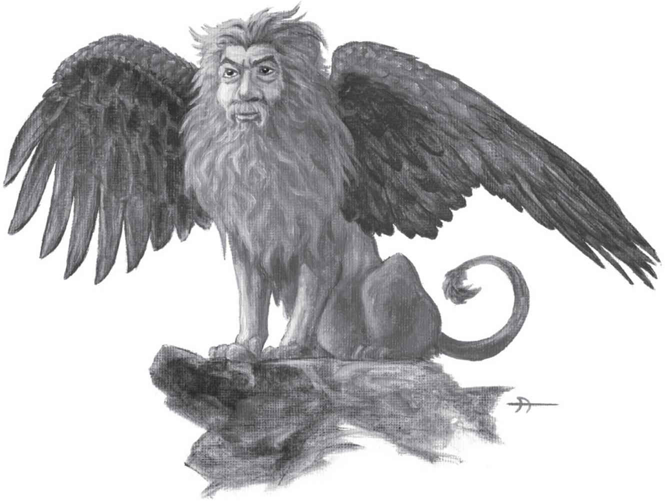
APPENDIX B

NEW MONSTERS

ANGEL

All angels have the following traits:

- All traits as on the demon table, p. 401, DCC RPG, with the following changes:
  - Angels speak Angelic instead of Demonic
  - Angels have *cantrip* instead of *darkness*.



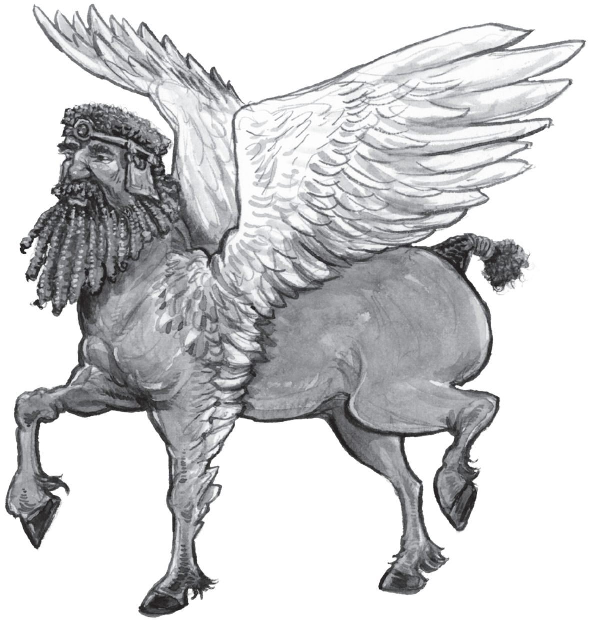
INDEPENDENT ANGELS

Lammasu (type III angel, independent): Init +4; Atk claw +10 melee (2d8+4); AC 20; HD 12d12; MV 40′, fly 40′; Act 2d20; Languages: all; SP angel traits, cleric abilities ((+12 spell check): *lay on hands*, *turn unholy*), *divine aid* (ritual, +24 spell check, requires 2 other lammasu participants minimum), magic resistance (all spells cast against a lammasu are subject to 50% chance of failure before saves are rolled), spellcasting (+12 spell check): Spells (1st) *blessing, detect evil, dispel darkness* (see Appendix D), *holy sanctuary, protection from evil;* (2nd) *banish, restore vitality;* SV Fort +12, Ref +10, Will +12; AL L; Crit 18-20 DN/d12.

Angel traits: Communication by speech or telepathy, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, half damage from fire, acid, cold, electricity, and gas, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, infravision 120′, spellcasting (+12 spell check): Spells (1st) *cantrip*.

This celestial has the powerful body of a lion, with white feathery wings, and a human head annulated by a shaggy mane of hair.

Shedu (type IV angel, independent): Init +6; Atk hoof +12 melee (3d8+6); AC 21; HD 14d12; MV 60′, fly 60′; Act 2d20; Languages: all; SP angel traits, cleric abilities (+16 spell check): *lay on hands*, *turn unholy*), magic resistance (all spells cast against a shedu are subject to 50% chance of failure before saves are rolled), spellcasting (+16 spell check): Spells (1st) *blessing*, *detect evil, detect magic, dispel darkness* (see Appendix D), *protection from evil;* (2nd) *banish, binding;* (3rd) *bolt from the blue;* SV Fort +12, Ref +10, Will +12; AL L; Crit 17-20 DN/d14.



Angel traits: Communication by speech or telepathy, immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less, immune to fire, cold, electricity, gas; half-damage from acid, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, can project astrally and ethereally, infravision 120′, spellcasting (+16 spell check): Spells (1st) *cantrip*.

The celestial has the hooved legs and main body of a horse, with a pair of outstretched feathery wings that span 20′ or more. Its head is like that of a stoic dwarf, complete with an impressive beard.

ANT, GIANT

Ant, giant fire: Init +1; Atk bite +2 melee (1d4 plus poison (see below)); AC 14; HD 2d5; MV 30′; Act 1d20; SP climb sheer surfaces +8, pheromones; SV Fort +1, Ref +2, Will +3; AL L; Crit M/d8.

Pheromones: Ants communicate by releasing pheromones detectable by other colony members. If attacked, they release a pheromone that attracts the rest of the colony. This attracts 1d6 more giant fire ants each round for 2d6 rounds or until all nearby ants are present (judge's discretion).

Poison: A painful rash develops in 1 turn, causing a -1d penalty to all attack rolls, Agility-based actions, and Reflex saves, and lasting 1d3 days, DC 12 Fort negates. Requires 3 dice of healing to cure.

APE-MAN, CARNIVOROUS

Carnivorous ape-man: Init +1; Atk bite +5 melee (1d10+3) or slam +5 melee (1d4+3) or thrown stone +3 missile fire (1d4+3, range 10/20/30); AC 13; HD 4d8+4; MV 20′, climb 20′; Act 3d20; SP none; SV Fort +5, Ref +3, Will +4; AL N; Crit M/d10.

Long fangs jut from the slavering maw of this powerfully built ape-man. It bounds about, pounding its chest as it roars out a challenge.

BEAR

Bear, black: Init +1; Atk slam +3 melee (1d6+3) or claw +3 melee (1d8+3); AC 14; HD 2d8+3; MV 30′; Act 1d20; SP bear hug, infravision 60′; SV Fort +3, Ref +3, Will +1; AL N; Crit M/d8.

Bear hug: In combat, the bear grasps its enemy in a mighty bear hug to hold its prey firmly in place while it ravages it with its fangs. If the bear lands a slam successfully, its opponent must succeed in an opposed Strength check against the bear's 18 Strength (+3). Failure means they have been trapped in a bear hug. Each round thereafter, the bear automatically inflicts another 1d6+3 damage with its massive fangs. The victim can attempt to escape each round with another opposed Strength check on their action.

Bear, brown: Init +2; Atk slam +5 melee (1d6+5 plus bear hug) or claw +5 melee (1d8+5); AC 16; HD 4d8+4; MV 30′; Act 1d20; SP bear hug, infravision 60′; SV Fort +4, Ref +2, Will +1; AL N; Crit M/d8.

Bear hug: In combat, the bear grasps its enemy in a mighty bear hug to hold its prey firmly in place while it ravages it with its fangs. If the bear lands a slam successfully, its opponent must succeed in an opposed Strength check against the bear's 20 Strength (+4). Failure means they have been trapped in a bear hug. Each round thereafter, the bear automatically inflicts another 1d6+5 damage with its massive fangs. The victim can attempt to escape each round with another opposed Strength check on their action.

BEAREAGLE

Beareagle: Init +2; Atk bite +9 melee (2d6+5) and claw +5 melee (1d6+5); AC 17; HD 6d10; MV 40′, fly 80′; Act 2d20; SP terrifying screech; SV Fort +7, Ref +8, Will +4; AL C; Crit M/d12.

Terrifying screech: Prior to entering combat the beareagle releases a blood curdling screech. The shrieking cry is enough to shake even the most hard-bitten of adventurers. All targets within earshot must make a DC 16 Will save or be frozen in terror for 2d3 rounds.

Upon a massively muscled ursine body sits the hook-beaked head of a golden eagle. The beareagle weighs 600 pounds or more, and has long claws capable of shredding through armor, and a beak that can tear the head from a person's body and swallow it whole.

BLACK STONE STATUE OF SET

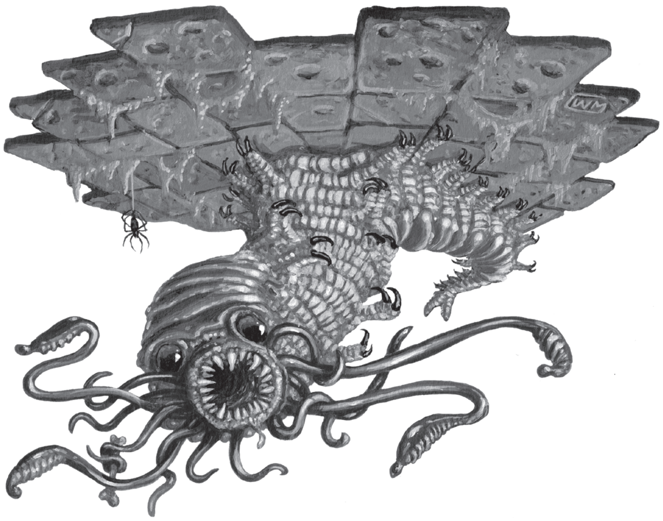
Black stone statue of Set: Init +4 (surprise); Atk slam +8 melee (2d8+3); AC 20; HD 7d10; hp 45; MV 30′; Act 1d20; SP surprise, *lightning bolt* (10/day), immune to *charm*, paralyzation, poison, and *sleep*, half damage from non-magical weapons, dispellability; SV Fort +7, Ref -1, Will -2; AL N; Crit G/d4.

Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

Lightning bolt (10/day, 1/round): Once per round, as an action, the black stone statue of Set can release a forked *lightning bolt* striking up to 5 targets within 150′ for 5d6 damage (DC 25 Reflex save for half damage).

Dispellability: If targeted by *dispel magic*, the statue must succeed on a Fort save versus the caster's spell check result or go dormant for CL rounds.

A 13′ tall black stone statue of Set with black glass-like stone scales, standing on a short semicircular dais. Its gemstone eyes gleam with pale green fire.



CARRION CREEPER

Carrion creeper: Init +4; Atk tentacle (x2) +3 melee (1d6+1 plus paralysis for 1 turn (DC 12 Fort save negates), range 10′) and bite +3 melee (2d6+1 plus disease (divine pox – see Appendix D)); AC 17; HD 3d10; MV 30′, climb 30′; Act 3d20; SP infravision 60′; SV Fort +3, Ref +2, Will +1; AL N; Crit M/d8.

Clinging to the ceiling is a bloated, segmented worm-like creature with a frill of tentacles around its circular maw. Its entire body ripples as it moves forward on dozens of short, suckered appendages.

CHIMERA, PRIME

Chimera, prime: Init +0; Atk lion bite +7 melee (2d6+2) or bull gore +6 melee (2d8+2) or dragon bite +6 melee (1d12+2) or claws +4 melee (1d5+2) or breathe fire; AC 18; HD 10d8+16; MV 30′, fly 30′; Act 4d20; SP breathe fire (4/day, cone measuring 90′ x 30′, 3d8 damage, DC 15 Ref save for half damage), chimerical touch (DC 18 Will save or target's touched body part mutates to lion, goat, snake, dragon, or bull); SV Fort +4, Ref +2, Will +2; AL C; Crit M/d16.

COCKATRICE, PRIME

Cockatrice, prime: Init -1; Atk peck +2 melee (1d8 plus petrification (DC 13 Will save negates)); AC 13; HD 6d8; MV 30′, fly 30′; Act 1d20; SV Fort +2, Ref +1, Will +1; AL C; Crit M/d12.

CORPSE POSSESSED BY SET

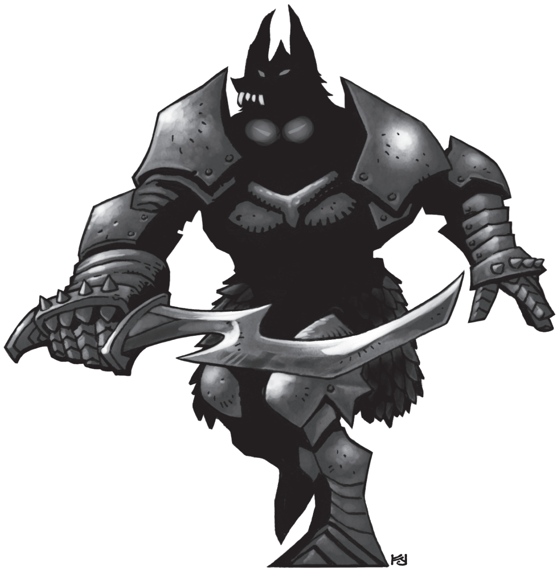
If the host corpse is destroyed, there is a 20% chance that Set possesses another corpse. This chance increases by 10% each time a new creature is possessed (max 90%). Failing to do so, Set disappears along with any summoned minions.

Corpse possessed by Set: Init +6; Atk slam +7 melee (2d6+5); AC 20; HD *special*; MV 30′; Act 2d20; SP summon minion, immune to poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 M/varies.

Hit Dice: A corpse possessed by Set has a number of d10 HD equal to those of the corpse it is inhabiting. The corpse possessed by Set has maximum hit points.

Summon minion: As an action, a corpse possessed by Set can summon a **minion of Set**. The minion appears in an unoccupied space within 60′ of the corpse possessed by Set and acts as an ally. It remains for 6 rounds, or until killed, the corpse possessed by Set is destroyed, or it is dismissed with an action. A corpse possessed by Set may summon a total of one minion of Set for each 3 Hit Dice it has (rounded up).

The corpse slowly stands, its form shimmering as it elongates and distends, growing taller and more muscular. Resolving in the form of a powerfully built, jackal-headed warrior covered in scales, the creature slowly opens its eyes, and a sickly crimson light glows forth.



DEMONS OF SET

Minion of Set (type I demon, Set): Init +2; Atk longsword +3 melee (1d8+2); AC 19 (full plate & shield); HD 5d8+5; MV 20′; Act 2d20; SP demon traits, shapechange, magic resistance (all spells cast against a minion of Set are subject to 25% chance of failure before saves are rolled), immune to fear, lightning, poison; SV Fort +4, Ref -2, Will -2; AL C; Crit 19-20 III/d10.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 60′, spellcasting (+4 spell check): Spells (1st) *darkness*.

Shapechange: A minion of Set can use an action to shapechange into a **giant boa constrictor** or a **giant cobra**. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; MV 30′; Act 2d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL C; Crit 19-20 M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Cobra, giant: Init +8; Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)); AC 14; HD 5d8; MV 40′; SP 25% spitting; Act 2d20; SV Fort +3, Ref +8, Will +2; AL C; Crit 19-20 M/d10.

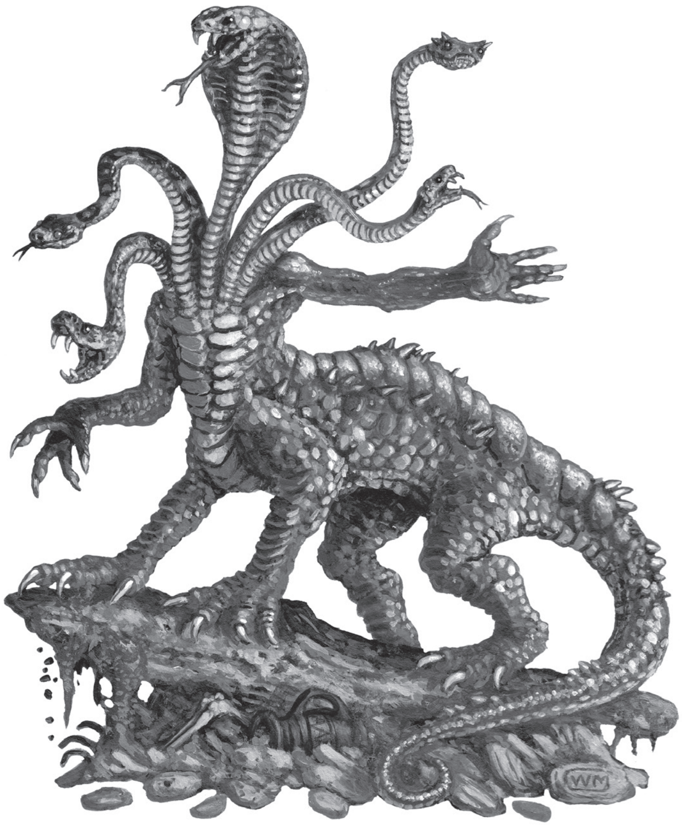
Spitting: A small number of cobras and vipers can spit poison once per hour. The spittle is a spray 30′ long and 20′ wide at its terminus. All within are affected by the snake's poison.

Lesser Son of Set (type II demon, Set): Init +4; Atk slam +8 melee (1d8+4); AC 18; HD 6d12+12; MV 30′; Act 2d20; Languages: Common, Demonic; SP Son of Set traits, demon traits, summon 1d6 minions of Set (1/day), magic resistance (all spells cast against a Lesser Son of Set are subject to 50% chance of failure before saves are rolled); SV Fort +6, Ref +8, Will +6; AL C; Crit 19-20 DN/d6.

Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, as long as not bound or otherwise summoned, infravision 120′, half damage from poison, fire, acid, cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.

Son of Set traits: List traits here determined from tables below.

True name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for 1 hour.



Chosen Son of Set (15′ tall, type III demon, Set): Init +1; Atk slam +8 melee (1d8+5); AC 20; HD 10d12+30; MV 30′; Act 3d24; Languages: Common, Angelic, Chaos, Demonic; SP Son of Set traits, demon traits, true sight, summon Lesser Son of Set (1/day), summon 2d6 minions of Set (1/day), magic resistance (all spells cast against a Chosen Son of Set are subject to 50% chance of failure before saves are rolled). SV Fort +8, Ref +10, Will +8; AL C; Crit 22-24 G/d4.

Demon traits: Communication by speech or telepathy, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, infravision 120′, half damage from fire, acid, cold, electricity, and gas, spellcasting (+12 spell check): Spells (1st) *darkness*.

Son of Set traits: List traits here determined from tables below.

True name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for 1 hour.

True sight: A Chosen Son of Set's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. A Chosen Son of Set can see invisible creatures and is never fooled by illusions.

THE SONS OF SET

The Sons of Set are the bastard offspring of the evil god, Set, and various mortals. The resulting creatures became a jumble of divine and mortal attributes, not to mention becoming conglomerations of various human and reptilian features. No two Sons of Set have the same appearance or abilities, for in uniting himself with men, Set made his offspring susceptible to Chaos.

The Lesser Sons of Set are numerous. But there are only four Chosen Sons of Set in existence at one time. There are always four, because every time one of the Chosen Sons are killed, there is a Lesser Son promoted to take its place. A Lesser Son of Set may take the place of one of the Chosen Sons if he defeats him in combat. However, if the Lesser Son of Set is defeated, then it owes his brother a century of service.

The Lesser Sons of Set always fight to the death, since the Sons of Set are immortal and are merely reincarnated in a new form in 1 or 2 years. The Chosen Sons try to avoid dying, as they lose their Chosen status, being reincarnated as a mere Lesser Son. Every 666 years, the celestial hosts prevent Set from promoting a Lesser Son to a Chosen Son for a full year. If all the Chosen Sons could be defeated during that calendar year, Set would be stripped of significant deific power. As such, Set carefully guards these celestial occurrences. But the immortal sphinx never forgets this occurrence, and although forbidden to directly share this information with mortals, they can lace it throughout one of their portents or prophecies.

Appearance: The physical appearance of a Son of Set is important because it determines his additional combat attributes. To determine the appearance of a Son of Set, roll a d12 on TABLE I to determine the BASE BODY TYPE, and then roll a d20 on TABLE II to determine the NUMBER OF MODIFICATIONS to that body type. Take the resulting number from TABLE II and roll that many times (if at all) on the TABLE III, the MODIFICATIONS CHART. Any additional attacks or traits beyond mere appearance that are conferred by the modification are then described.

Special Abilities: In addition to their innate powers each Son of Set has special abilities that are unique to them. The Chosen Sons have 1d4 +2 of these special abilities and the Lesser Sons have 1d4 of them. After determining how many are extant, roll the resulting number of times on TABLE V, rerolling any duplications. Note: Where there are two different statistics represented as X [X], the first statistic represents a Lesser Son, while the statistic in brackets represents a Chosen Son.

True Name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for 1 hour.

TABLE I: BASE BODY TYPE

d12 Roll	Body Type
1-2	Human (female)
3-6	Human (male)
7-11	Snake
12	Lizard

TABLE II: # OF MODIFICATIONS

d20 Roll	# of Modifications
1	1 modification
2-4	2 modifications
5-10	3 modifications
11-14	4 modifications
15-17	5 modifications
18-19	6 modifications
20	No modifications

TABLE III: MODIFICATIONS

d20 Roll	Modification
1	Snake-like lower body: Constriction added to bite attack; On a successful bite attack the Son of Set immediately wraps his coils around the victim. Each round thereafter, he attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 points of damage. If no bite attack, then +1d20 action die - bite attack (1d6 plus constrict).
2	Human Torso (30% female) (Includes 1 pair of human arms.)
3	Multiple heads: (See Table IV - MULTIPLE HEADS).
4	Cobra head: +1d20 action die - bite attack (1d3 plus poison (DC 18 Fort save or permanently blinded; if blinded, second save or automatic death)).
5	Human head (30% female).
6	Hydra head: +1d20 action die - bite attack (1d10+4)
7	Bat wings: Fly 30’
8	Scaly body: +1 AC
9	Cyclops (one eye): -2 to missile fire attacks

10	Multiple human arms (2 - 4 pairs) allows for weapon attacks equal to the number of pairs.
11	Medusa head: Immune to poison, petrification power not included.
12	Giant size: 50′+ long, if human as fire giant, all damage x3.
13	Glowing eyes: Doubles vision range, Lesser Sons gain true sight.
14	Multiple lizard legs (1d3+1 pairs): +1d20 action die/pair - claw attack (1d4)
15	Dragon head: +1d20 action die - bite attack (1d12)
16	Insect eyes: +2 Initiative
17	Horns on head: +1d20 action die - gore attack (1d4)
18	Crocodile head: +1d20 action die - bite attack (1d7)
19	Lizard head: +1d20 action die - bite attack (1d5)
20	Tail: +1d20 action die - tail attack (1d10 plus prone (DC 12 Fort save negates prone).

TABLE IV: MULTIPLE HEADS

d12 Roll	Head Type
1-3	All one type of head. Roll again, ignoring 1
4	Lizard
5	Snake
6	Human (female)
7	Human (male)
8	Human (male)
9	Medusa
10	Crocodile
11	Dragon
12	Hydra

TABLE V: SPECIAL ABILITIES

D20 Roll	Special Ability
1	Petrification: see Table VI: PETRIFICATION TRIGGER
2	Paralyzation Ray (2/day): Son of Set fires a 60′ ray from their eyes. Target is paralyzed for 2d3 rounds (DC 14 [15] Reflex save negates).
3	Increased magic resistance: The Son of Set has a 75% resistance to all magic.
4	Vulnerable to silver: Son of Set suffers double damage from silvered weapons.
5	Poisonous bite: add to bite attack - +3d6 [5d6] poison (DC 14 [15] Fort
6	Poisonous sting: add to sting or tail attack – +3d5 [4d5] poison (DC 14 [15] Fort
7	Dragon breath (1/day [2/day]): see Table VII: DRAGON BREATH WEAPON TYPE.
8	Spellcasting (Wizard): see Table VIII: SON OF SET SPELL USE.
9	Gaseous form
10	Regeneration: Son of Set regenerates 5 [10] hit points per round. Fire damage halts the regeneration for a round.
11	Polymorph
12	Fireball
13	Planar step
14	Teleport
15	Ray of enfeeblement
16	Spellcasting (Cleric): see Table VIII: SON OF SET SPELL USE.
17	Lightning bolt
18	Sleet (3/day): Son of Set blasts a 40′ area with freezing sleet, inflicting 3d10+HD damage (DC 20 [25] Fort save for half damage).
19	No magic resistance: The Son of Set has no resistance to magic.
20	Low intelligence: Reduce the Son of Set's Intelligence by -5 [-7]

TABLE VI: PETRIFICATION TRIGGER

d10 Roll	Trigger
1	Gaze
4	Breath
6	Touch
9	Aura
10	Roll twice (ignore any additional 10s).

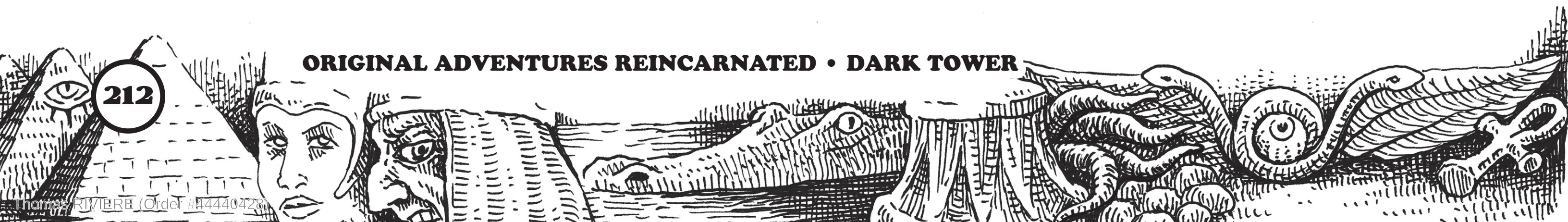


TABLE VII: DRAGON BREATH WEAPON TYPE

d14 Roll	Breath	Save*	Damage	Shape
1-2	Fire	Ref	As Son of Set's hit points or half with save	Line: width 10′, length 3d6 x 10′
3-4	Cold	Fort	As Son of Set's hit points or half with save	Cone: width 1d4 x 10′, length 1d6x10′
5-6	Acid	Fort	As Son of Set's hit points or half with save	Cone: width 1d6 x 10′, length 1d4x10′
7-8	Electricity	Ref	As Son of Set's hit points or half with save	1-4 line forks, width 5′, length 3d6x10′ **
9-10	Poison Gas	Fort	Death or no effect with save	Cloud: radius 1d3 x 10′, 90′ range
11-12	Sleep gas	Fort	Fall asleep for 1d6 hours or no effect with save	Cloud: radius 1d4 x 10′, 60′ range
13	Steam	Fort	As Son of Set's hit points or half with save	Cloud: radius 1d4 x 10′, 60′ range
14	Smoke	N/A	No damage, remains for 1d6 rounds***	Cloud: radius 1d3 x 10′, 90′ range

* Save DC is equal to 10+the Son of Set's HD. For example, a Son of Set with 8 HD would have a breath weapon with a save DC of 18.

** A dragon with an electrical breath weapon can target up to four creatures, with the electrical blast forking from target to target as long as a line traced from the dragon to each target in turn does not exceed the total length of the breath weapon.

*** Smoke breath weapons obscure the target point. The dragon can use this to prevent archers from seeing it, to clog visibility down a tunnel, to conceal an escape, and so on.

TABLE VIII: SON OF SET SPELL USE

			Spells by Level			
d24 Roll	**Spell Action Dice**	**Spell Check**	**Level 1**	**Level 2**	**Level 3**	**Level 4**
1	1d12	+1	1	0	0	0
2-3	1d14	+2	1	1	0	0
4-5	1d16	+2	2	1	0	0
6-7	1d20	+3	2	2	0	0
8-9	1d20	+4	2	2	1	0
10-12	1d20	+5	3	2	1	0
13-15	1d20 + 1d14	+6	3	3	2	0
16-17	1d20 + 1d16	+7	3	3	2	1
18-19	1d20 + 1d20	+8	4	3	2	1
20-21	1d24 + 1d20	+10	4	4	2	1
22-23	1d24 + 1d20 + 1d16	+12	5	4	2	1
24	1d30 + 1d24 + 1d20	+14	5	4	3	1

TABLE IX: GUARDIAN FIEND NINE LIVES

Life	Size	Init	Bite	Claws	AC	hp (HD)	MV	Act	Fort	Ref	Will	Crit
1	1′	+0	+2 melee (1d3)	+2 melee (1d3)	14	5 (2d4)	40′	3d14	+4	+10	+4	18-20 DN/d3
2	2′	+1	+3 melee (1d4+1)	+3 melee (1d3+1)	15	7 (2d6)	40′	3d16	+5	+9	+5	18-20 DN/d4
3	3′	+1	+4 melee (1d5+1)	+4 melee (1d4+1)	15	13 (2d12)	40′	3d16	+5	+8	+5	18-20 DN/d4
4	4′	+1	+5 melee (1d6+1)	+5 melee (1d4+1)	16	19 (3d12)	30′	3d20	+5	+7	+5	18-20 DN/d4
5	5′	+2	+6 melee (1d7+2)	+6 melee (1d6+2)	17	26 (4d12)	30′	3d20	+6	+6	+6	18-20 DN/d4
6	6′	+2	+6 melee (1d8+2)	+6 melee (1d6+2)	17	32 (5d12)	30′	3d20	+6	+5	+6	18-20 DN/d6
7	8′	+3	+8 melee (1d10+3)	+8 melee (1d8+3)	19	39 (6d12)	20′	3d24	+7	+4	+7	18-20 DN/d6
8	10′	+3	+8 melee (1d12+3)	+8 melee (1d8+3)	19	45 (7d12)	20′	3d24	+7	+3	+7	18-20 DN/d8
9	12′	+4	+9 melee (1d14+4)	+9 melee (1d10+4)	21	52 (8d12)	20′	3d24	+8	+2	+8	18-20 DN/d8

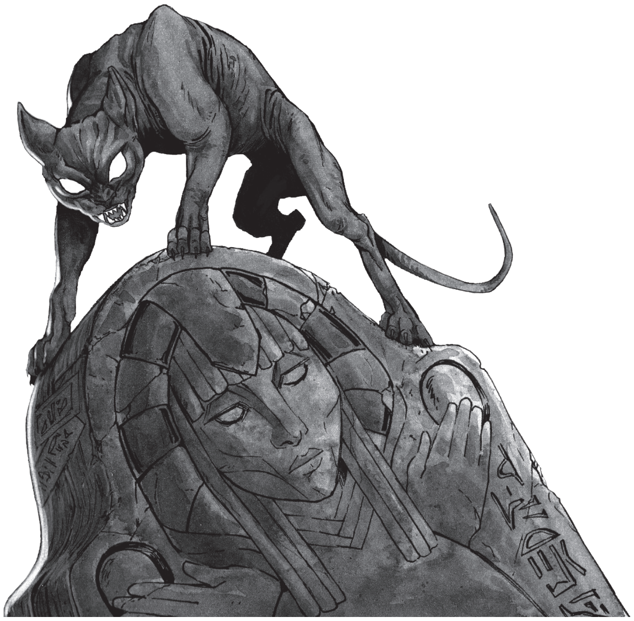
INDEPENDENT DEMONS

Bone demon (type II demon, independent): Init +4; Atk +2 *bone spear* +8 melee (1d6+4 plus 1d4 against Lawful creatures) or claw +8 melee (1d8+2) or tail +10 melee (1d12); AC 18; HD 6d12; MV 30′, swim 30′; Act 2d20; SP demon traits, shard spray, spellcasting (+6 spell check): Spells (1st) *detect good*; SV Fort +6, Ref +8, Will +6; AL C. Crit 19-20 DN/d10.

Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, as long as not bound or otherwise summoned, infravision 120′, half damage from fire, acid, cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.

Shard spray: The demon unleashes a cone-shaped spray of bone splinters, reaching 40′ long and 20′ wide. Victims in the spray suffer 1d5 damage and are blinded for 1d3 rounds (DC 14 Reflex save negates blindness).

Guardian fiend (type III demon, independent): Init special; Atk bite special (special) or claws special (special); AC special; HD special; MV special; Act special; SP nine lives, demon traits, spellcasting (+8 spell check): Spells (1st), *detect good*; SV Fort special, Ref special, Will special; AL C; Crit special.



Demon traits: Communication by speech or telepathy (Demonic, Common), immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, half-damage from fire, acid, cold, electricity, gas, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, infravision 120′, spellcasting (+12 spell check): Spells (1st) *darkness*.

Nine lives: The guardian fiend has nine lives. Each time it is slain, it reforms the next round, more powerful than before (as shown on the table above)

Succubus (type IV demon, independent): Init +6; Atk claw +12 melee (3d8+6) or kiss +16 melee (1d5 Stamina loss); AC 22; HD 10d12; MV 60′, swim 60′; Act 2d20; SP demon traits, alluring, infravision 60′, immune to fire, electricity, gas, and weapons of less than +3 enchantment, half damage from acid, spellcasting (+8 spell check): Spells (1st) *detect good, magic missile;* (2nd) *invisibility, scare*; SV Fort +12, Ref +10, Will +12; AL C; Crit 17-20 DN/d10.

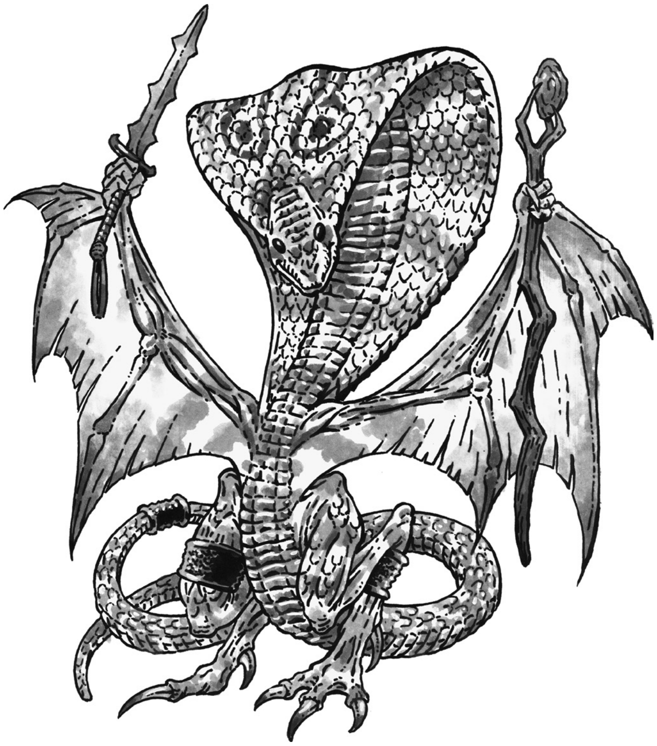
Alluring: The succubus can appear to viewers as the ultimate subject of their desires, rendering them helpless for 1d3 rounds (DC 22 Will save negates). An individual may only be affected by this ability once per day and a successful save makes the victim forever immune to attempts by the specific succubus.

Demon traits: Communication by speech or telepathy, Immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, can project astrally and ethereally, infravision 120′, immune to fire, cold, electricity, gas, half-damage from acid, spellcasting (+16 spell check): Spells (1st) *darkness*.

DRAGON, COBRA

Dragon, cobra (great wyrm): Init +12; Atk claw (x3) +14 melee (1d8) and bite +14 melee (1d12 plus 4d8 poison (DC 22 Fort save for half poison damage)) and tail slap +14 melee (1d20) and wing buffet +14 melee (2d12) and crush +12 melee (3d12) or spit poison +14 missile fire (5d8 plus blindness, DC 22 Will save for half damage, range 90) or breath weapon (special); AC 31; HD 12d12; MV 40′, fly 80′; Act 7d20; SP breath weapon (steam, 4/day), *darkness* 30′ radius (at will), frightful presence (DC 22 Will save or flee in terror for 1d4 rounds), hypnotic stare, immune to poison, light (30′ radius, at will); SV Fort +12, Ref +10, Will +12; AL N; Crit DR/2d14.

Breath weapon (steam, 4/day): The cobra dragon breathes a cone of steam 60′ long by 30′ wide, inflicting half the dragon's hit points in damage (DC 22 Fort save for half damage).



Hypnotic stare: As an action, the dragon can hypnotize targets with its gaze. The dragon can gaze into the eyes of one target per round. A creature that meets the dragon's gaze must make a DC 22 Will save or stand stupefied for as long as the dragon holds its gaze.

Curled in front of the doors is a drowsy snake-like draconic creature. It has a tan scaled hide, and a pair of undersized leathery wings. A few beats of the wings, elevate its serpentine head, which flares into a hood. Its amber eyes carefully examine each of you before it strikes.

ELEMENTAL

Elemental, desert: Init +8; Atk slam +8 melee (1d6) or hurled object +8 missile fire (1d5, range 100); AC 16; HD 4d8; MV fly 50′; Act 1d20; SP cyclone form, blistering heat, elemental traits; SV Fort +6, Ref +10, Will +6; AL N; Crit M/d10.

Blistering heat: Every round spent in contact with a desert elemental in cyclone form inflicts 1d3 points of heat damage, as well as the effects indicated above.

Cyclone form: Desert elementals are living gusts of wind. When calm they are no more than gentle breezes, nearly invisible in the open air, but when angered they manifest as whirling vapor, swirling clouds, and glowering cyclones. Desert elementals always fly and can carry man-sized creatures within their winds. They are known to pick up their opponents (opposed Str check, treating elemental as Str 22 (+5)) and drop them from great heights (1d6 damage per

10′ fallen). In combat they lash out with buffeting winds or pick up nearby objects and hurl them as high-speed projectiles. Once per hour, a desert elemental can take a round to whip its winds into a full fledged cyclone. On the second round, after the cyclone is formed, the elemental transforms into a reverse cone, 10′ wide at the bottom and up to 50′ tall, with a width equal to its height. The cyclone lasts only 1 round, but during that time, everything touched by the elemental's normal course of motion takes 8d6 buffeting damage.

Elemental traits: Elementals are impervious to non-magical attacks and can be controlled by a wizard casting the proper spell (p. 411, DCC RPG).

GHOUL, ELDER

Ghoul, elder: Init +1; Atk bite +8 melee (1d4+5 plus paralyzation) or claw +6 melee (1d3+5); AC 14; HD 4d6; MV 30′; Act 2d20; SP un-dead traits, extraordinary strength (+5 to Strength-based actions and attacks), swift (+1 action die), paralyzation (DC 14 Will save or be paralyzed, unable to move or take any physical action for 1d6 hours), infravision 100′; SV Fort +1, Ref +0, Will +0; AL C; Crit U/d10.

Un-dead traits: Ghouls are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

GNOME

Gnome mercenary: Init +1; Atk short sword +3 melee (1d6+1) or shortbow +2 missile fire (1d6); AC 19 (half plate); HD 2d6+6; MV 20′; Act 1d20; SP spellcasting (+2 spell check): Spells (1st) *cantrip*; SV Fort +1, Ref +1, Will +1; AL C; Crit 19-20 II/d8.

Gnome warrior: Init +1; Atk short sword +3 melee (1d6+1) or shortbow +2 missile fire (1d6); AC 16 (scale mail & shield); HD 2d6; MV 20′; Act 1d20; SP spellcasting (+2 spell check): Spells (1st) *cantrip*; SV Fort +1, Ref +1, Will +1; AL C; Crit II/d6.

GOBLIN

Goblin bodyguard: Init -1; Atk bite +0 melee (1d3) or short sword +0 melee (1d6) or spear +0 melee (1d8); AC 11 (shield); HD 2d6-2; MV 20′; Act 1d20; SP infravision 60′; SV Fort -2, Ref +1, Will -2; AL L; Crit III/d8.

GOLEM

All golems have the following traits:

Elemental healing: Each type of golem is healed by exposure to the destructive forces of the elements (electricity, fire, force, ice). When damage is inflicted by the appropriate element, the golem is instead healed by the same amount.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

Magic resistance: All spells cast against a golem are subject to 50% chance of failure before saves are rolled.

Golem, amber: Init +1; Atk bite, +7 melee attack (1d10+3) or claw +7 melee attack (1d6+3); AC 20; HD 7d10; MV 30′ or climb 10′; Act 3d20; SP golem traits, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled), pounce, valuable; SV Fort +4, Ref +0, Will +0; AL N; Crit M/d12.

Elemental healing (force): An amber golem is healed by exposure to force damage. When damage is inflicted by force, the amber golem is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

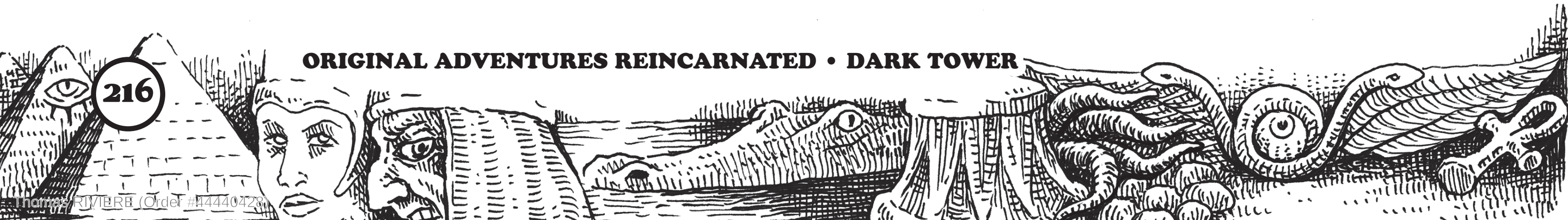
Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

Pounce: If the amber golem moves at least 20′ straight toward a target and then succeeds with a claw attack in the same round, that target must succeed on a DC 15 Fortitude save or be knocked prone. If the target is knocked prone, the amber golem immediately strikes with two additional claw attacks (2d6+6).

Valuable: When destroyed an amber golem breaks into 2d6 pieces of amber, each worth 100 gp, but weighing 10 lbs.

This 9′ long statue is composed of polished amber and is shaped like a powerful feline, albeit with crude edges. Its eyes flash green pinpoints of light as it drops from its perch with surprising grace.

Golem, basalt wizard: Init +1; Atk fist +6 melee attack (1d8+3); AC 17; HD 6d10+18; MV 20′; Act 2d20; SP golem traits, infravision 60′, magic resistance (all spells cast against a golem are subject to 50% chance of failure before



saves are rolled), rebuilding, spellcasting (+2 spell check): Spells (1st) *magic missile*; SV Fort +3, Ref +0, Will +0; AL N; Crit M/d12.

Elemental healing (fire): A basalt wizard golem is healed by exposure to fire damage. When damage is inflicted by fire, the basalt wizard golem is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

Rebuilding: If damaged, the golem rebuilds itself, restoring itself to full hit points, within 24 hours unless the golem is utterly destroyed in acid.

The statue appears to be an 8′ tall green stone rendering of a muscular male body, dressed in Egyptian style clothes, but having a jackal's head with glowing green eyes.

Golem, clay: Init +1; Atk fist +6 melee attack (1d8+3); AC 17; HD 9d10; MV 20′; Act 2d20; SP golem traits, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled), infravision 60′, alacrity (2/day); SV Fort +4, Ref +0, Will +0; AL N; Crit M/d12.

Alacrity (2/day): As an action, the golem accelerates, doublings its actions and granting it a +2 to AC for the following round.

Elemental healing (electricity): A clay golem is healed by exposure to electricity damage. When damage is inflicted by electricity, the clay golem is instead healed by the same amount.

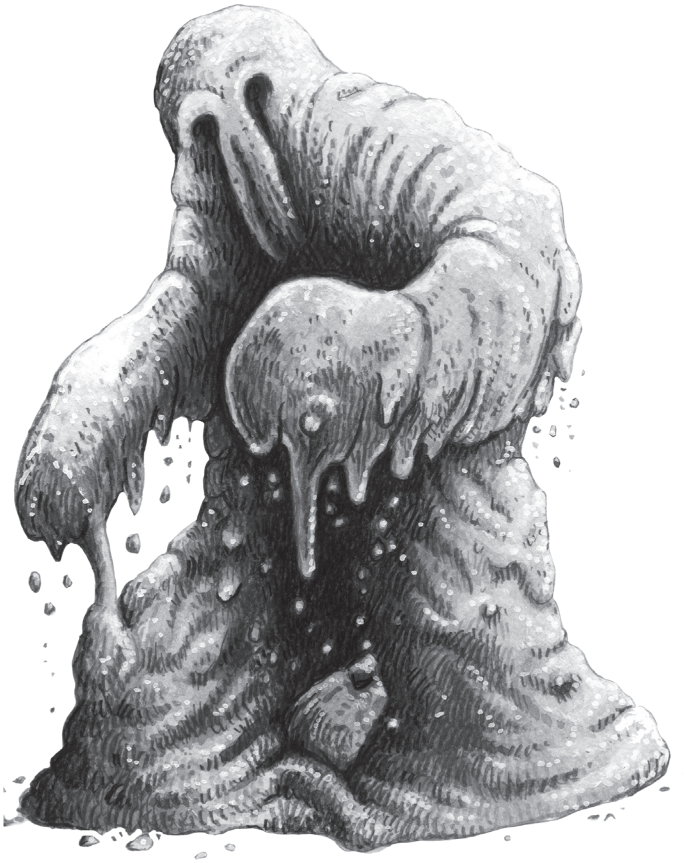
Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

In the center of the room is a 12′ tall clay statue. Its forearms and fists are oversized.



Golem, sand: Init +1; Atk fist +6 melee attack (1d8+2); AC 17; HD 6d10; MV 30′; Act 2d20; SP golem traits, infravision 60′, amorphous, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled), sandblast (3/day), slowed by water, vulnerable to wind; SV Fort +4, Ref +0, Will +0; AL N; Crit M/d12.

Amorphous: A sand golem can move through a space as narrow as 1″ wide.

Elemental healing (special): If a sand golem is touching a large source of sand (at least a 20′ diameter pile), at the start of its initiative, it absorbs it and regains 10 hit points.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

Sandblast (3/day): The sand golem expels a blast of sand in a 30-foot cone. Targets struck suffer 2d16 damage and are blinded for 1 round (DC 12 Fort save for half damage and a second successful save negates the blindness).

Slowed by water: For every 10 gallons of water dumped on a sand golem, or for each round a sand golem moves through water, its movement is reduced by 5′.

Vulnerable to wind: If a sand golem is struck by a *gust of wind* (or similar spell) it is dispersed, stunning it for 1 round and preventing use of its elemental healing.

The pile of sand coalesces into an ambiguous humanoid shape. As it swings its oversized sandy fists, its torso absorbs its sandy substrate to replace the shedding granules.

Golem, stone: Init +1; Atk fist +10 melee (1d10+10); AC 19; HD 20d10; MV 30′; Act 2d20; SP golem traits, true sight, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled), *slow* (as per spell check result of 23); SV Fort +4, Ref +2, Will +0; AL N; Crit M/d30.

Elemental healing (fire): A stone golem is healed by exposure to fire damage. When damage is inflicted by fire, the stone golem is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

True sight: The stone golem's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. A stone golem can see invisible creatures and is never fooled by illusions.

This 15′ tall, stone statue, is fashioned in the likeness of Set.

Golem, stone sphinx: Init +1; Atk claw +10 melee (1d10+10); AC 20; HD 12d10; MV 30′; Act 2d24; SP golem traits, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled), roar (1/day); SV Fort +4, Ref +2, Will +0; AL N; Crit 22-24 G/d6.

Elemental healing (fire): A stone sphinx golem is healed by exposure to fire damage. When damage is inflicted by fire, the stone sphinx golem is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

Roar (1/day): The stone golem sphinx emits a magical roar. Each creature within 500′ is knocked prone and deafened for 10 rounds. In addition, living creatures have their movement and actions halved for the same duration. A successful DC 13 Fort save leaves the target prone and deafened for 1 round.

Positioned on a square plinth, the massive stone statue sits proud and upright, taking the shape a male dwarven-lion hybrid, complete with a flowing mane and beard.

Golem, towering stone: Init +1; Atk fist +10 melee (1d10+10 plus paralysis (1d6+1 rounds (DC 12 Will save negates))); AC 20; HD 12d10; MV 30′; Act 2d24; SP golem traits, magic resistance (all spells cast against a golem are subject to 50% chance of failure before saves are rolled); SV Fort +4, Ref +2, Will +0; AL N; Crit 22-24 G/d6.

Elemental healing (fire): A towering stone golem is healed by exposure to fire damage. When damage is inflicted by fire, the towering stone golem is instead healed by the same amount.

Golem traits: Elemental healing, immunities, immutable, magic attack, magic resistance.

Immunities: Golems are immune to *charm*, fear, paralyzation, petrification, poison, *sleep.*

Immutable: Golems are immune to magic which would change their form or size.

Magic attack: Attacks made by golems are considered +3 for purposes of attack immunity.

A massive black statue of a jackal-headed heroically built man. It is 20′ tall, with glowing yellow gemstone eyes and jade scales set with blue-green gemstones.

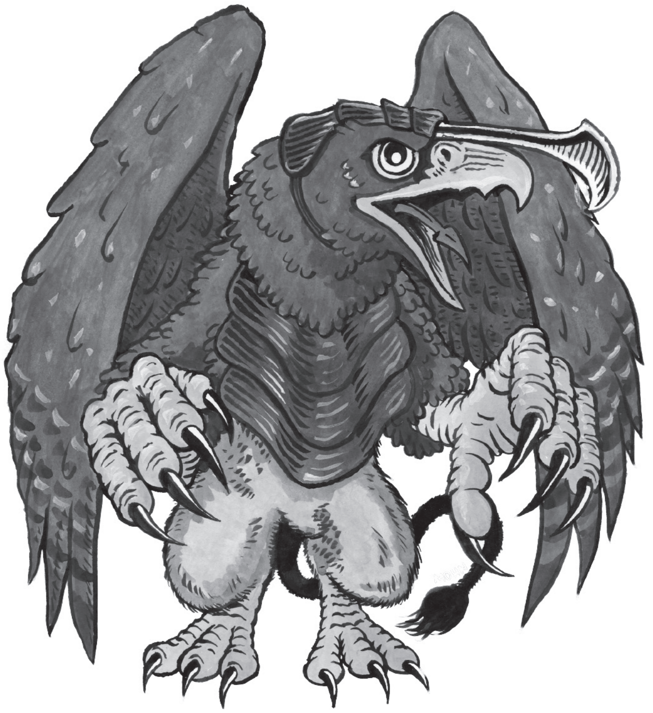
GRAVEWIGHT

Gravewight: Init +3; Atk claw +8 melee (1d4 plus XP drain (1d10, DC 13 Will save negates)); AC 17; HD 6d8; MV 40′, climb 20′; Act 1d20; SP immune to non-magical weapons, un-dead traits; SV Fort +5, Ref +7, Will +5; AL C; Crit U/d12.

Un-dead traits: Gravewights are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

XP drain: Experience lost to the gravewight does not reduce a PC's level but must be re-earned prior to being able to reach the next level. Characters reduced to 0 XP are slain and rise as gravewights.

Necromantic energies crackle in the air around the leathery skin of this emaciated figure. Its hands are tipped with razor-like claws, and its sparse, white hair juts out from the skull-like head. A burning hunger can be felt from this un-dead…



GRIFFON, ALPHA

Griffon, alpha: Init +2; Atk beak +9 melee (4d6) and claw +5 melee (1d6); AC 21 (studded leather barding); HD 7d10; MV 30′, fly 80′; Act 2d20; SP none; SV Fort +7, Ref +9, Will +5; AL N; Crit M/d12.

This majestic beast is a cross between a powerful lion and a noble eagle. It sports a pair of feathered wings on its powerful back, and a powerful axe-like upper beak.

HELLSPIDER

Hellspider: Init -1; Atk bite -2 melee (1d3+1 Stamina plus poison); AC 13; HD 3d4; MV 40′ or jump 20′; Act 1d20; SP infravision 60′, *invisibility* (as per spell check result of 12), poison (1d6 permanent Stamina, DC 8 Fort save negates), immune to magical darkness; SV Fort +2, Ref +3, Will +1; AL C; Crit DN/d4.

This platter-sized, mottled tarantula has a leering human face with long, dripping fangs.

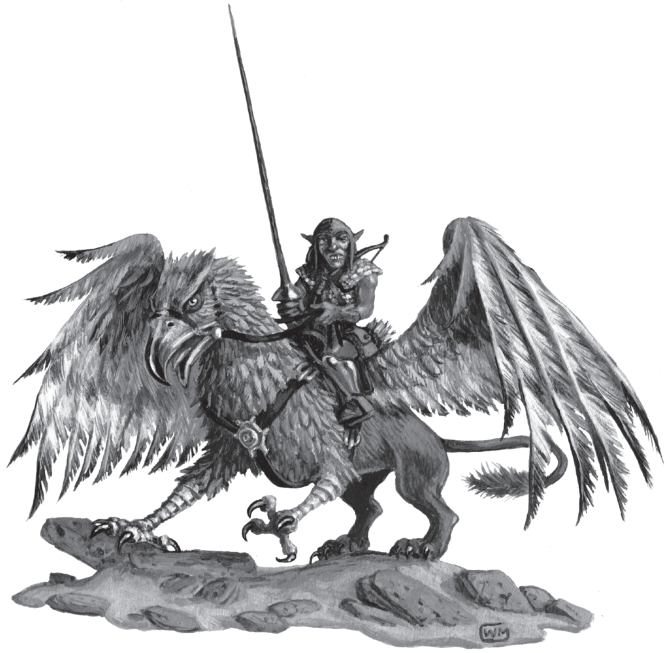
HEROIC SPIRIT

Heroic spirit: Init +2; Atk spectral weapon +6 melee (*special:* see below); AC 15; HD 4d12; MV fly 40′; Act 1d20; SP un-dead traits, immune to non-magical weapons, animate weapon, possession; SV Fort +2, Ref +4, Will +6; AL L; Crit U/d8.

Animate weapon: As an action, a heroic spirit may summon any magical weapon interred with them. When called, the weapon appears floating in the air before them, attacking the spirit's foes without further direction. The weapons strike with a +3 melee bonus (plus any magical bonus imparted into the weapon), and do damage as per the weapon type (see below).

Possession: The heroic spirit can possess the material body of one mortal creature. The heroic spirit must touch the target (+6 melee attack). The target receives a DC 12 Will save; on a failure, the heroic spirit vanishes into its body and takes over. The possessed creature can attempt to reassert control of its body once per hour thereafter with another DC 12 Will save. If the possessed creature is killed, the heroic spirit is expelled from its body, but the target is really dead.

Spectral weapon: Any creature struck by the heroic spirit's blade loses 1d4 points of physical abilities (Strength, Agility, or Stamina). The character chooses which points are lost



HOBGOBLIN

Hobgoblin death priest: Init +3; Atk morning star +4 melee (1d7+1); AC 17 (half plate); HD 4d8+8; MV 20′; Act 1d20; SP infravision 60′, draining touch (3/day, +2 melee attack, 2d8 damage; death priest heals half damage dealt), spellcasting (+6 spell check): Spells (1st) *holy sanctuary, profane flame* (see Appendix D), *resist cold or heat, silence* (see Appendix D); (2nd) *binding, lotus stare, restore vitality*; (3rd) *animate dead, speak with dead, spiritual weapon*; SV Fort +3, Ref +3, Will +5; AL L; Crit III/d10.

Hobgoblin griffon rider: Init +2; Atk longsword +2 melee (1d8+2) or lance +2 melee (1d12; double damage on a charge) or shortbow +2 missile fire (1d6); AC 14 (scale mail); HD 2d8+4; MV 25′; Act 1d20; SP infravision 60′; SV Fort +1, Ref +1, Will -1; AL L; Crit III/d6.

Hobgoblin, large: Init +2; Atk longsword +3 melee (1d8+3) or longbow +3 missile fire (1d6); AC 14 (scale mail); HD 3d8+6; MV 25′; Act 1d20; SP infravision 60′; SV Fort +3, Ref +1, Will +0; AL L; Crit III/d8.

Hobgoblin warlord: Init +2; Atk *+1 longsword* +8 melee (1d8+3) or javelin +6 missile fire (1d6); AC 19 (*+1 half plate*); HD 6d8+12; MV 20′; Act 3d20; SP infravision 60′; SV Fort +4, Ref +2, Will +1; AL L; Crit III/d6.

HORSE

Draft horse: Init -1; Atk hoof +0 melee (1d5+3); AC 12; HD 4d10; MV 50′; Act 1d20; SV Fort +6, Ref +1, Will +2; AL N; Crit M/d10.

Heavy warhorse: Init +1; Atk hoof +5 melee (1d6+3); AC 14; HD 4d8; MV 60′; Act 2d20; SP quintain trained (rider receives +2 to hit bonus when using a lance); SV Fort +6, Ref +5, Will +6; AL N; Crit M/d10.

HYENA, GIANT

Hyena, giant: Init +5; Atk bite +6 melee (1d7+4); AC 15; HD 3d8; MV 50′; Act 1d24; SP none; SV Fort +6, Ref +5, Will +3; AL C; Crit M/d8.

Hyena, giant juvenile: Init +4; Atk bite +2 melee (1d5+2); AC 13; HD 1d8; MV 45′; Act 1d24; SP none; SV Fort +4, Ref +3, Will +1; AL C; Crit M/d6.

INTELLIGENT DOOR

Intelligent door: Init -2; Atk none; AC 18; HD 8d10; MV 30′; Act 1d24; Languages: Common, Dragon; SP infravision 120′, lock, scream, immutable form, regeneration (2/round), immune to *charm*, paralysis, and *sleep*, half damage from non-magical weapons, vulnerable to axes (double damage), spellcasting (+5 spell check): Spells (1st) *cantrip, choking cloud, enlarge, force manipulation, magic missile, ward portal;* (2nd) *scorching ray*; SV Fort +5, Ref N/A, Will +5; AL L; Crit N/A.

Immutable form: An intelligent door is immune to any spell or effect that would alter its form.

Lock: At will, an intelligent door can lock or unlock itself. It requires a DC 17 Pick Lock check to unlock the door.

Scream: An intelligent door can emit a piercing shriek in a 60′ line causing 2d6 damage to all creatures in that line (DC 12 Fort save negates).

Vulnerable: Intelligent doors suffer double damage from axes.

This stout wooden door bears an oversized bronze knocker held on a ring in the mouth of a human-like face.

JACKAL

Jackal: Init +1; Atk bite +0 melee (1d3); AC 13; HD 1d5+1; MV 40′; Act 1d20; SP pack hunter; SV Fort +3, Ref +2, Will +1; AL N; Crit M/d4.

Pack hunter: When multiple jackals are attacking a single target, each jackal gains a cumulative +1 bonus to hit and damage for each additional pack member involved.

LICH

Lich: Init +3; Atk paralyzing touch +8 melee attack (3d6 plus paralysis (1d10 rounds (DC 16 Fort save negates)); AC 10+armor; HD CL+10d24; MV 30′; Act 2d20+1d16; SP un-dead traits, lich traits, spellcaster (CL+3 spell check): Spells as per CL; SV Fort +4, Ref -2, Will +4; AL N; Crit U/d16+.

Death aura: As a full round action the lich can focus on its aura, extending it outwards. Each non-un-dead creature within 20′ of the lich must make a DC 15 Fort save, taking 6d6 damage on a failed save, or half as much damage on a successful one.

Dread gaze: The lich fixes its gaze on one creature it can see within 10′. The target must succeed on a DC 16 Will save or be drained of one temporary Luck. A successful save prevents further theft of Luck. Points are recovered at the rate of 1 per turn.

Immunity: Liches have immunity to fear and non-magical and natural attacks inflicted by creatures of 7 HD or lower.

Rejuvenation: If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5′ of the phylactery.

Spellcaster: Liches are all spellcasters (wizard or cleric) of at least 5th-level. Liches do not suffer disapproval, although a spell check result of a 1 is a loss/failure.

True sight: The lich's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. It can see invisible creatures and is never fooled by illusions.

Un-dead traits: Liches are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

LIVING STATUE

Living statue (bronze): Init +6 (surprise); Atk slam +3 melee (1d8+2); AC 17; HD 3d8+4; MV 30'; Act 1d20; SP surprise; SV Fort +4, Ref -2, Will -2; AL N; Crit M/d8.

Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

The statue is made in the likeness of a 7' tall warrior in Egyptian garb and is slightly green with age and verdigris.

Living statue (diamond): Init +6 (surprise); Atk fist +6 melee (1d8+3); AC 20; HD 5d8+15; MV 30'; Act 3d20; SP surprise, wall of force (1/day), immune to *charm*, paralyzation, poison, and *sleep*, half damage from non-magical weapons; SV Fort +7, Ref -1, Will -2; AL N; Crit M/d10.

Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

Wall of Force (1/day): The diamond living statue creates a wall of force up to 10' square per level in size. The wall cannot move but grants complete protection against all physical attacks, *magic missiles*, heat, cold, and lightning. The wall suffers the damage inflicted by such attacks. The wall lasts until 1d6+5 turns have passed or it has absorbed 50 points of damage. The living statue cannot attack through the wall.

The 2' tall, clear, colorless gem-like statue of a well-proportioned human woman stirs to life as it begins to grow. Its new, 7' tall form is covered in prism-reflecting facets of the sort that make adventurers mad with greed.

Living statue (flaming): Init +6 (surprise); Atk weapon +3 melee (1d8 plus ignite (1d6/round (DC 12 Reflex save negates))); AC 16; HD 4d8; MV 60'; Act 2d20; SP surprise, wall of fire (1/day), vulnerable to cold and water (double damage), immune to *charm*, paralyzation, poison, and *sleep*, half damage from non-magical weapons; SV Fort +4, Ref -2, Will -2; AL N; Crit M/d10.

Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

Wall of fire (1/day): The flaming living statue forms an opaque wall of fire up to 60' long x 20' high and 1' thick that lasts 2 hours. Creatures within 10' of the wall suffer 1d6+4 damage per round, while those passing through the wall suffer 4d6+4 damage.

The 2' tall statue of red stone rapidly grows to a towering 7' as its surface bursts into white-hot flame.

Living statue, elder (stone): Init +6 (surprise); Atk weapon +5 melee (1d8+2 plus slow (skip next round (DC 16 Will negates))); AC 16; HD 5d8+10; MV 60'; Act 2d20; SP wall of stone (1/day), immune to *charm*, paralyzation, poison, and *sleep*, half damage from non-magical weapons, surprise; SV Fort +6, Ref -1, Will -2; AL N; Crit M/d10.

Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

Wall of stone (1/day): The elder stone living statue forms a wall of rock up to 15" thick and 50' square. There must be pre-existing stone for the wall to connect to in order to create this barrier. The wall can be vertical or horizontal and can be fashioned into a ramp or bridge as needed. The wall is permanent barring effects that destroy magic.

Living statue (stone, sphinx): Init +6 (surprise); Atk beak +5 melee (1d8+4) and claw +5 melee (1d6+4); AC 16; HD 6d8; MV 20', climb 20'; Act 1d20; SP surprise, true sight, attacks considered magical; SV Fort +4, Ref -2, Will -2; AL N; Crit M/d10.

Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

True sight: The stone sphinx living statue's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

This 20' long statue is composed of worn stone. It is fashioned after a falcon-headed lion with folded feathery wings carved into its surface.

MEDUSA

Medusa: Init -1; Atk snakebite +5 melee (1 plus poison (1d6, DC 10 Fort save or paralyzed for 1d4 rounds)) or claw +3 melee (1d4), or gaze (special); AC 14; HD 7d8; MV 30'; Act 3d20; SP gaze (DC 16 Will save negates); SV Fort +6, Ref +1, Will +1; AL C; Crit M/d12.

Gaze: A medusa can use an action to lock eyes with a living creature; the target that looks a medusa in the eye must make a DC 16 Will save or be turned to stone. The petrification is treated as a major curse and only may be reversed by use of a *remove curse* spell, through the use of *divine aid* or other similar effects. Note that targets keeping their eyes closed are blind, suffering a -8 to attack rolls, and only able to move at half speed in a random direction.

MUMMY

Mummy, cat: Init +0; Atk claw +2 melee (2d3); AC 13; HD 1d5; MV 30′, climb 20′; Act 1d20; SP damage reduction 3, mummy rot (1 Stamina damage per day, DC 10 Fort save negates), purr, vulnerable to fire (double damage), un-dead traits; SV Fort +4, Ref +2, Will +10; AL C; Crit U/d4.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 10 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina damage will not heal naturally until the rot is arrested by magic.

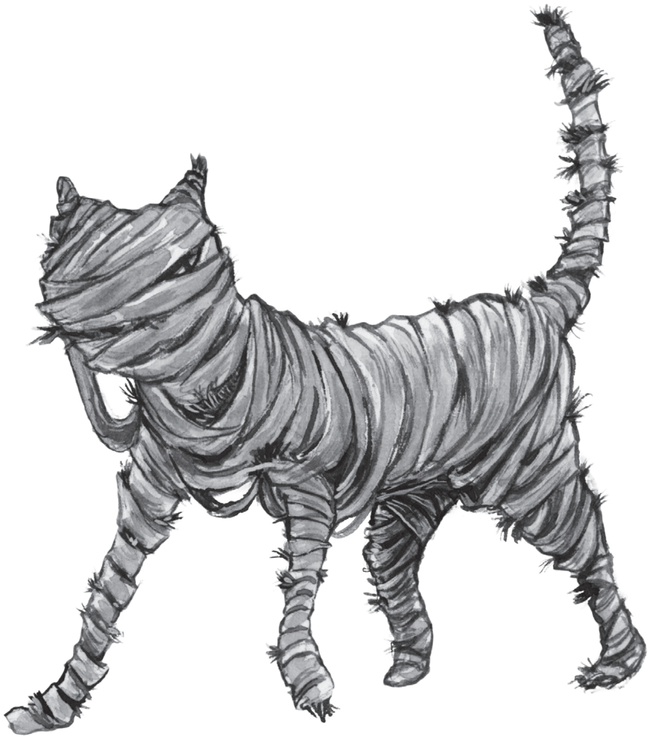
Purr: As an action, if the mummy cat does not attack and instead purrs in affection, intelligent creatures within 5′ are soothed by the feline and are unable to attack for the duration of the display of affection (DC 10 Will save negates).

Un-dead traits: Mummies are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Vulnerable: A mummy suffers double damage from fire.

Small feline forms are enwrapped with burial shrouds, although small tufts of dried fur poke through gaps here and there.

Mummy, elder: Init +0; Atk choke +7 melee (1d7 / 2d7 / 3d7 / etc.) or club +7 melee (1d6+3); AC 13; HD 16d12+16; MV 20′; Act 1d20; SP damage reduction 10, magic resistance (all spells cast against an elder mummy are subject to 50% chance of failure before saves are rolled), mummy rot (1 Stamina damage per day, DC 12 Fort save negates), vulnerable to fire (double damage), un-dead traits, spellcasting (+10 spell check): Spells (1st) *blessing, paralysis, protection from evil, word of command;* (2nd) *binding, curse;* (3rd) *bolt from the blue;* (4th) *affliction of the gods, vermin blight*; SV Fort +8, Ref +4, Will +20; AL C; Crit U/d24.



Choke: An elder mummy that succeeds on a choke attack uses one or both hands to throttle its target. On the first round, this causes 1d7 damage from suffocation. If the elder mummy succeeds in a second round of choking, the next attack causes 2d7 damage. If the third attack succeeds for a third round, the attack causes 3d7, then 4d7, and so on until either the elder mummy's attack fails or the target is suffocated.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 12 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina damage will not heal naturally until the rot is arrested by magic.

Un-dead traits: Mummies are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Vulnerable: A mummy suffers double damage from fire.

Mummy, rat swarm: Init +4; Atk swarming bite +1 melee (1d3); AC 11; HD 4d8; MV 30′, climb 10′; Act special; SP bite all targets within 20′ x 20′ space, half damage from non-area attacks, mummy rot (1 Stamina damage per day, DC 10 Fort save negates), vulnerable to fire (double damage), un-dead traits; SV Fort +2, Ref +4, Will -2; AL N; Crit N/A.

Mummy rot: Any creature that suffers damage from a mummy may contract mummy rot (DC 10 Fort save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina loss each day and are constantly thirsty. The Stamina damage will not heal naturally until the rot is arrested by magic.

Un-dead traits: Mummies are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Vulnerable: A mummy suffers double damage from fire.

A pile of linen shrouded desiccated rats boil out of the recesses of wall, spilling into your midst.

NAGA

Naga: Init +4; Atk bite +6 melee (1d6+3 plus poison (4d8, DC 10 Fort save for half damage)); AC 18; HD 10d8+10; MV 40'; Act 2d20; Languages: Common, Chaos, Naga; SP spellcasting (+12 spell check): Spells (1st) *cantrip, charm person, choking cloud, enlarge, force manipulation, magic missile;* (2nd) *mirror image, spider web;* (3rd) *lightning bolt, slow;* (4th) *polymorph*; SV Fort +5, Ref +4, Will +4; AL C; Crit M/16.

In the center of the room is a pure white coiled serpent with a comely-faced human head.

ORC

Orc, elite guard: Init +1; Atk claw +1 melee (1d4) or scimitar +1 melee (1d8) or heavy crossbow +1 missile fire (1d7+1); AC 17 (chainmail & shield); HD 2d8+2; MV 25'; Act 1d20; SP *invisible*; SV Fort +2, Ref +0, Will -1; AL C; Crit III/d8.

PRIMEVAL SLIME, BLACK PUDDLE

Black puddle (primeval slime): Init (always last); Atk pseudopod +2 melee (1d4); AC 10; HD 4d8; MV 20', climb 20'; Act 4d20; SP split, half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL N; Crit M/d10.

Split: When cut, or struck by electricity, the slime divides into two, each with half the original slime's hit points (rounded up).

ROC

Roc: Init +4; Atk beak +18 melee (1d12) or claw +18 melee (2d8 plus grapple; target elephant-sized or smaller) or wing buffet +18 melee (2d12); AC 14; HD 15d12; MV fly 60'; Act 3d20; SP massive size (+16 to grapple, total +31), terrifying (DC 15 Will save or flee in terror until clear of the roc); SV Fort +1, Ref +3, Will -1; AL N; Crit M/d20.

The wingspan of this gigantic bird of prey extends more than 200', as it blots out the sky.

ROCK BABOON

Rock baboon: Init +4; Atk bite +2 melee (1d5) and claw +2 melee (1d3) or rock +4 missile fire (1d4, range 50); AC 14; HD 1d6; MV 30', climb 30'; Act 2d20; SP pack tactic (+1d to attack rolls if partnered with at least one other rock baboon); SV Fort +1, Ref +3, Will -1; AL N; Crit M/d4.

These gray-furred primates are about four feet tall. They have black claws and prominent canine teeth.

Rock baboon, troop leader: Init +4; Atk bite +2 melee (1d5+1) and claw +2 melee (1d3+1) or rock +4 missile fire (1d4, range 50); AC 14; HD 3d6;; MV 30', climb 30'; Act 2d20; SP pack tactic (+1d to attack rolls if partnered with at least one other rock baboon); SV Fort +2, Ref +3, Will -1; AL N; Crit M/d4.

Clearly the dominant male, this muscular, gray-furred primate stands 5' tall. He has wicked black claws and prominent canine teeth.

RUST MONSTER

Rust monster: Init +4; Atk bite +2 melee (1d4+1) or feelers +2 melee (0 plus corrode metal; attack rolled against unarmored AC); AC 13; HD 3d8+6; MV 30'; Act 1d20; SP detect metal 100', corrode metal; SV Fort +4, Ref +2, Will -1; AL N; Crit M/d8.

Corrode metal: Any metal weapon touched by the rust monster's feelers or that strikes the rust monster is damaged. A weapon is rendered useless after one touch and metal armor loses one "plus" to Armor Class every round of contact. Magic items receive a save against DC 12 (add the weapon's "plus" to the d20 roll).

SHADE

Shade: Init +8; Atk slam +1 melee (2d4 plus poison (DC 20 Fort save or death)); AC 10; HD 1d8; MV 30'; SP un-dead traits, magic resistance (all spells cast against a shade are subject to 25% chance of failure before saves are rolled), gravelight (at will, range 10', pierces all forms of darkness), incorporeal, immune to non-magical weapons; Act 1d20; SV Fort +0, Ref +0, Will +0; AL N; Crit U/d6.

Un-dead traits: Shades are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

A shadowy procession of ten glowing humanoid figures in long robes pass from the north wall to the south end of the hall, dissolving into that wall. These figures shed dim light in a 10′ radius.

SKELETAL CREATURES

Skeletal camel: Init +1; Atk bite +5 melee (1d4+3); AC 12; HD 4d8; MV 50′; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +6, Ref +4, Will +2; AL N; Crit U/d8.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

This equine-like skeleton has an arched back, elongated neck, and thick leg bones.

Skeletal hound: Init +1; Atk bite +1 melee (1d5+1 plus prone (DC 10 Reflex save negates)); AC 10; HD 1d8; MV 40′; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C; Crit U/d6.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

The skeletal hunting dog's jaws click and clack as the un-dead dog snaps its teeth and silently bays.

Skeletal naga: Init +4; Atk bite +6 melee (1d6+3 plus poison (2d4, DC 12 Fort save for half damage)); AC 13; HD 5d8; MV 30′; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons, spellcasting (+4 spell check): Spells (1st) *cantrip, charm person, mending, sleep;* (2nd) *detect invisible, ESP;* (3rd) *lightning bolt, paralysis*; SV Fort +3, Ref +3, Will +5; AL C; Crit U/16.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Skeletal swarm: Init +1; Atk swarming short sword +3 melee (1d6+2); AC 15; HD 8d8; MV 40′; Act *special*; SP un-dead traits, *turn unholy* resistance (considered +2 HD for purposes of turning), swarming stab all targets within 30′ x 30′ space, half damage from non-area attacks; SV Fort +0, Ref +0, Will +0; AL C; Crit N/A.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

The area is packed with humanoid skeletons, easily 20 or more, each with malevolent green glowing eyes.

Skeletal warrior: Init +3; Atk claw +3 melee (1d4+1) or polearm +3 melee (1d10+1) or by weapon; AC 18 (full plate); HD 3d12+6; MV 20′; Act 2d20; SP un-dead traits, distract (4/day), *invisibility* (1/day, as per spell check result of 16), regeneration (5/round), unturnable, half damage from piercing and slashing weapons; SV Fort +2, Ref +2, Will +1; AL L; Crit U/d8.

Distract (4/day): As an action, a skeletal warrior may precede its attack with a feint, drawing its opponent off guard and dealing an automatic critical hit should the next attack succeed.

Un-dead traits: Skeletal warriors are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Unturnable: While in their tomb, skeletal warriors cannot be turned.

Stepping forward to block your path is a skeletal form clad in ancient plate armor grasping a two-handed sword in its bony fingers. The sword is covered in a black leather sheath with gold-studded rivets. The skeleton's eyes stare, burning with blue fire as it unsheathes its blade.

Skeleton, frost giant (16′ tall, 450 lbs.): Init +3; Atk slam +10 melee (2d8+8) or *Sleet* +12 melee (1d10+3d3+8); AC 15; HD 9d10; MV 50′; Act 2d24; SP un-dead traits, immune to cold, half damage from non-magical weapons, vulnerable to fire (double damage); SV Fort +14, Ref +7, Will +11; AL C; Crit 20-24 G/d4.

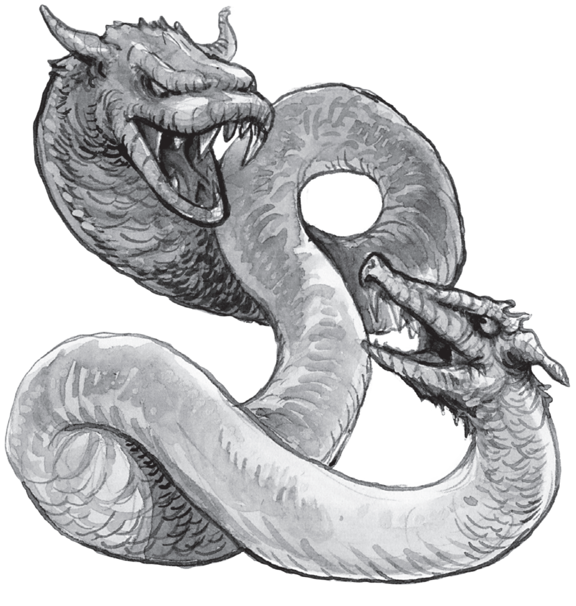
Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Vulnerable: A frost giant skeleton suffers double damage from fire.

SNAKE

Snake, asp: Init +4; Atk bite +2 melee (1d4 plus poison); AC 14; HD 1d4; MV 40′; SP poison (1d4 damage/round for 6 rounds (DC 10 Fort save negates)); Act 1d20; SV Fort +1, Ref +4, Will +1; AL N; Crit M/d4.

Snake, giant (amphisbaena): Init +4; Atk bite +10 melee (1d6 plus poison (2d8, DC 10 Fort save negates)); AC 12; HD 6d8+6; MV 30′ or 60′ roll; Act 2d20; SP loop (as its movement, the amphisbaena can form itself into a loop and roll at a speed of 60′); SV Fort +6, Ref +3, Will +2; AL N; Crit M/d8.



Snake swarm: Init +4; Atk swarming bite +1 melee (1d6); AC 10; HD 4d8; MV 30′; Act special; SP bite all targets within 20′ x 20′ space, half damage from non-area attacks; SV Fort +2, Ref +4, Will -2; AL N; Crit N/A.

The sandy floor is covered with a writing tangled mess of snakes.

SPECTER

Specters are ghosts who have existed so long that there no longer remains any means of them being put to rest other than destruction. Driven mad, they immediately attack living creatures, feasting on their life energy. Victims with any ability score reduced to less than 1 by the touch of a specter are slain, their soul devoured by the hungering un-dead.

Specter: Init +2; Atk draining touch +8 (2d4 points of random physical abilities); AC 10; HD 4d12; MV fly 40′; Act 1d20; SP un-dead traits, chill aura (creatures within 10′ suffer 1d4 damage/round), future sight, invisibility (at will), incorporeal, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, *turn unholy* resistance (considered +2 HD for purposes of turning); SV Fort +4, Ref +6, Will +8; AL C; Crit 19/20 U/d8.

Future sight: Any creature that gazes into the specter's eyes receives a shocking glimpse of a possible future. A character attacking the specter must make a DC 10 Reflex save or inadvertently gaze into the ghost's eyes to receive this glimpse. This glimpse is always a potential death of the most disturbing fashion. The judge is encouraged to describe the vision as one associated with a potential future encounter in the current adventure. When the character reaches that encounter, they suffer a -1d penalty to all rolls due to fright and fear of death.

Un-dead traits: Specters are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

SPHINX

Sphinx, andro: Init +0; Atk claw +12 melee (2d10); AC 20; HD 10d10; MV 40′, fly 60′; Act 2d24; SP true sight, hardy (1/day), *haste* (2/day, spell check result of 24), roar (3/day), translocation, attacks treated as magical, spellcasting (+9 spell check): Spells (1st) *blessing, comprehend languages, detect evil, detect magic, food of the gods, word of command;* (2nd) *banish, restore vitality;* (3rd) *dispel magic;* (4th) *sanctify/desecrate;* (5th) *righteous fire;* SV Fort +12, Ref +6, Will +8; AL L; Crit M/d16.

Hardy (1/day): The round after being reduced to 0 hit points, the sphinx rises from apparent death, regaining 10 hit points.

Roar (3/day): The roar of a sphinx affects all creatures within a 50′ radius. The sphinx can roar up to 3/day, with each roar being louder, and more powerful than the last.

1st roar: Target flees in fear for 2d3 rounds (DC 13 Will save negates).

2nd roar: Target is deafened and paralyzed for 2d4 rounds (DC 15 Will save negates).

3rd roar: Target suffers 4d10 damage and is knocked prone (DC 17 Fort save halves damage and negates being knocked prone).

Translocation: As an action, a sphinx may trans-dimensionally leap to any visible location within 120′.

True sight: A sphinx's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

Proudly sitting in the center of the room is an opulent leonine creature, with a wild mane around its human face and a pair of folded feathery wings along its muscled back.

Sphinx, gyno: Init +2; Atk claw +8 melee (2d8); AC 20; HD 8d10; MV 40′ or fly 60′; Act 2d24; SP true sight, bestow blessing (2/week), hardy (1/day), *haste* (2/day, spell check result of 24), translocation, attacks treated as magical, spellcasting (+7 spell check): Spells (1st) *cantrip, charm person, comprehend languages, darkness, detect magic, force manipulation, magic shield;* (2nd) *invisibility, locate object, phantasm, ray of enfeeblement, scorching ray;* (3rd) *consult spirit, dispel magic lightning bolt;* SV Fort +10, Ref +8, Will +5; AL L; Crit M/d14.

Bestow blessing (2/week): The gynosphinx may grant powerful blessings (judge's discretion) to up to two individuals per week. No target may ever receive more than one blessing of this type.

Hardy (1/day): The round after being reduced to 0 hit points, the gynosphinx rises from apparent death, regaining 10 hit points.

Translocation: As an action, the gynosphinx may open a 10′ diameter trans-dimensional portal to any known location within 1 mile. The portal may be placed beneath unwary targets (DC 18 Reflex save to avoid).

True sight: A gynosphinx's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

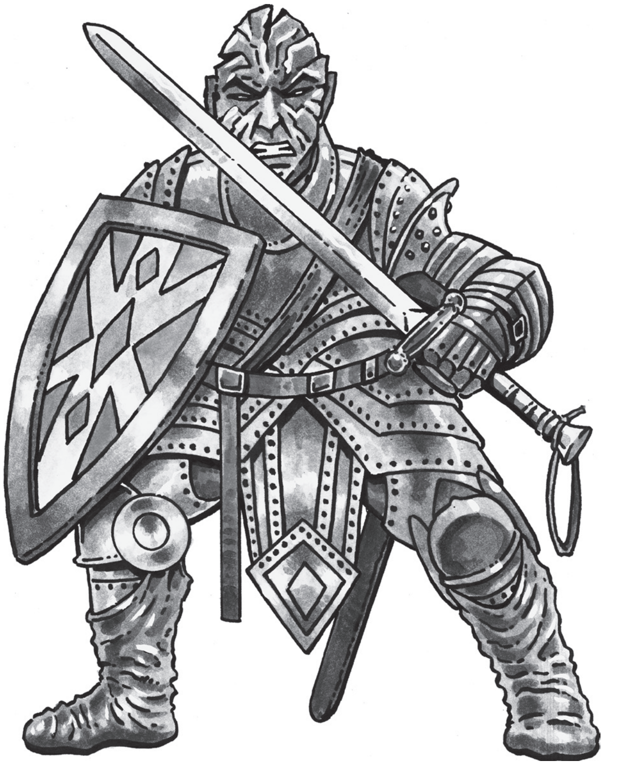
Behind the basin crouches a magnificent leonine creature with folded feathery wings. She has long flowing blonde hair, held in place with a golden circlet. A matching breastplate covers her chest. She patiently sits, her eyes closed.

SPIDER

Spider, giant cobweb: Init +2; Atk bite +4 melee (1d4+2 plus poison (3d4 + 1 Strength, DC 14 Fort save negates poison) or web +5 missile fire (entangled, range 50′, DC 16 Strength or Agility check to break free); AC 13; HD 2d8; MV 40′, climb 40′; Act 1d20; SP infravision 60′; SV Fort +3, Ref +2, Will +0; AL C; Crit M/d8.

Spider, giant metallic: Init +2; Atk bite +4 melee (1d8+2 plus poison (2d8 plus paralyzed for 1 turn, DC 13 Fort save negates paralysis) or metallic web +5 missile fire (entangled; DC 20 Strength check to break free); AC 18; HD 3d10; MV 30′, climb 20′; Act 1d20; SP infravision 60′, immune to poison, half damage from non-magical weapons; SV Fort +3, Ref +2, Will +0; AL C; Crit M/d8.

A creature of apparently living steel, this metallic spider is the size of a small pony. It freely darts about on webs made of finely extruded wire.



STONE CHAMPION

Stone champion: Init +3; Atk longsword +deed die+2 melee (1d8+deed die+2); AC 20 (full plate & shield); HD 6d12+6; MV 20′; Act 1d20+1d16; SP deed die (+d8), infravision 60′, undying, immune to poison, half damage from non-magical weapons; SV Fort +5, Ref +3, Will +2; AL N; Crit 18-20 V/d30.

This crudely carved statue of a man is depicted wearing full mail and carrying a longsword and shield. Its joints make a grinding sound as it stirs to life.

UNDYING ELF

Undying elven warrior: Init +3; Atk longsword +3 melee (1d8+1); AC 17; HD 4d6; MV 30′; Act 1d20; SP infravision 60′, undying, immune to magical *sleep* and paralysis; SV Fort +2, Ref +2, Will +2; AL L; Crit II/d10.

Undying: If reduced to 0 hit points, the undying elven warrior instead is reduced to 1 hit point and reverts to statue form. In statue form, it heals 3 hit points per minute. After 1 turn, it can revert to elven form again if it senses any intruders within 60′.

Undying elven leader: Init +3; Atk longsword +3 melee (1d8+1); AC 17; HD 6d6; MV 30′; Act 2d20; SP infravision

60′, undying, immune to magical *sleep* and *paralysis*; SV Fort +2, Ref +2, Will +4; AL L; Crit II/d12.

Undying: If reduced to 0 hit points, the undying elven warrior instead is reduced to 1 hit point and reverts to statue form. In statue form, it heals 3 hit points per minute. After 1 turn, it can revert to elven form again if it senses any intruders within 60′.

The statue appears to be a member of the warrior hosts of Elfland, wearing chainmail and armed with thin blades. After a moment, it blinks, shedding its stony guise while transforming into flesh and blood.

WAR DOG

War dog: Init +2; Atk bite +2 melee (1d3); AC 12 (leather barding); HD 1d8; MV 40′; Act 1d20; SV Fort +3, Ref +2, Will +1; AL L; Crit M/d6.

WERECREATURES

WEREBEAR

Werebears come in a number of varieties, the most common being the brown bear. In their human form, werebears tend to be burly and hirsute.

Werebear (hybrid form): Init [+0]; Atk bite [+2] melee (1d10+ [+2] plus lycanthropy (DC 12 Fort save negates)) or claw [+2] melee (2d4 [+2] plus rend) or by weapon [+2] melee ([+2]); AC [-1]; HD [+0]; hp [+10]; MV 30′, climb 30′; Act [+1d24]; SP werecreature traits, immune to fear, rend; SV Fort [+2], Ref [+0], Will [-1]; AL C; Crit M/varies.

Rend: When a werebear in hybrid form scores 2 successful claw attacks in a single round, it immediately rends the target, critically hitting and doing an additional 1d12 damage atop the critical result.

Werebear (brown bear form): Init +2; slam +5 melee (1d6+5 plus bear hug) or claw +5 melee (1d8+5) or bite +5 melee (1d8 plus lycanthropy (DC 12 Fort save negates)); AC 16; HD [+0]; hp [+0]; MV 30′, climb 30′; Act [+0d20]; SP werecreature traits, bear hug, immune to fear; SV Fort [+2], Ref [+0], Will [-2]; AL C; Crit M/varies.

Bear hug: While in their bear form, the werebear grasps its enemy in a mighty bear hug to hold its prey firmly in place while it ravages it with its fangs. If the werebear lands a slam successfully, its opponent must succeed in an opposed Strength check against the bear's Strength (modify the werebear's roll by their damage bonus). Failure means they have been trapped in a bear hug. Each round thereafter, the werebear automatically inflicts another 1d6+6 damage with its massive fangs. The victim can attempt to escape each round with another opposed Strength check on his action.

Regeneration: While in their animal form, werecreatures heal 1 HD/round. In their hybrid form, they heal 2 HD/round.

Resistance to non-magical weapons: Werecreatures suffer half damage from non-magical weapons.

Shapeshift: Werecreatures may shift into any of their three forms at will. It takes a full round to complete the transformation.

Trigger (fear): Werebears are triggered by fear in their human form. The transformation lasts 1d3 turns and negates any fear effects, as their animal and hybrid forms are immune to fear.

Vulnerable to silver: Werecreatures suffer double damage from silver weapons. They are unable to regenerate such damage, requiring it to heal naturally.

Werecreature traits: Shapeshift, regeneration, resistance to non-magical weapons, trigger, vulnerable to silver.

WEREJACKAL

Werejackal (hybrid form): Init [+0]; Atk bite [+1] melee (1d5+ [+0] plus lycanthropy (DC 10 Fort save negates)) or by weapon; AC [+1]; HD [+0]; hp [+0]; MV 30′; Act [+1]; SP werecreature traits, sleep gaze; SV Fort [+0], Ref [+1], Will [+1]; AL C; Crit M/varies.

Sleep gaze: As an action, a werejackal in hybrid form can stare at a victim within 30′, putting them into a magical slumber lasting 1 turn (DC 14 Will save negates). A successful save provides immunity to this effect for the next 24 hours.

Werejackal (jackal form): Init +1; Atk bite [+1] melee (1d3+1 plus lycanthropy (DC 10 Fort save negates)); AC 13; HD [+0]; hp [+0]; MV 40′; Act [+0]; SP werecreature traits, pack hunter; SV Fort [+3], Ref [+2], Will [+1]; AL C; Crit M/varies.

Pack hunter: When multiple werejackals in jackal form are attacking a single target, each jackal gain a cumulative +1 bonus to hit and damage for each additional pack member involved.

Regeneration: While in their animal form, werecreatures heal 1 HD/round. In their hybrid form, they heal 2 HD/round.

Resistance to non-magical weapons: Werecreatures suffer half damage from non-magical weapons.

Shapeshift: Werecreatures may shift into any of their three forms at will. It takes a full round to complete the transformation. These forms enhance some normally existing abilities and attributes (represented by [+X] or [-X] in the stat blocks).

Trigger (sight of rising/setting sun): Werejackals are triggered by the sight of the rising and setting sun in their human form.

Vulnerable to silver: Werecreatures suffer double damage from silver weapons. They are unable to regenerate such damage, requiring it to heal naturally.

Werecreature traits: Shapeshift, regeneration, resistance to non-magical weapons, trigger, vulnerable to silver.

WERERAT

Wererats are among the cleverest of werecreatures, retaining any training and abilities as they transform (subject to the capabilities of their transformed states). It is not uncommon to find thieves and even spellcasters among their number.

Wererat (hybrid form): Init [+3]; Atk bite [+0] melee (1d6+[+1] plus lycanthropy (DC 10 Fort save negates)) or by weapon; AC [+3]; HD [+0]; hp [+0]; MV 30′, climb 20′; Act [+1d20]; SP werecreature traits, omnivoracious, infravision 60′; SV Fort [+1], Ref [+3], Will [+0]; AL C; Crit M/varies.

Omnivoracious: In its hybrid form, the wererat is capable of chewing through nearly anything. Its teeth scissor through wooden tabletops with ease and can grind down even stone. The wererat gnaws through wood at a rate of 1 cubic foot every 4 rounds and through stone at a rate of 1 cubic foot per turn.

Wererat (rat form): Init +2; Atk bite +3 melee (1d4+1 plus lycanthropy (DC 10 Fort save negates)); AC 14; HD [+0]; hp [+0]; MV 30′, climb 20′; Act [+0]; SP werecreature traits, infravision 60′; SV Fort [+0], Ref [+0], Will [+2]; AL C; Crit M/d8.

Regeneration: While in their animal form, werecreatures heal 1 HD/round. In their hybrid form, they heal 2 HD/round.

Resistance to non-magical weapons: Werecreatures suffer half damage from non-magical weapons.

Shapeshift: Werecreatures may shift into any of their three forms at will. It takes a full round to complete the transformation. These forms enhance some normally existing abilities and attributes (represented by [+X] or [-X] in the stat blocks).

Trigger (starvation): A wererat in human form who has gone without eating for more than 2 days transforms into their animal form and will gorge until full. Only when sated may the wererat change back.

Vulnerable to silver: Werecreatures suffer double damage from silver weapons. They are unable to regenerate such damage, requiring it to heal naturally.

Werecreature traits: Shapeshift, regeneration, resistance to non-magical weapons, trigger, vulnerable to silver.

WRAITH

Wraith: Init +3; Atk draining touch +8 melee (2d3 points from a single physical attribute, player's discretion); AC 13; HD 5d12; MV fly 50′; Act 2d20; SP un-dead traits, horrid appearance, immune to weapons of enchantment of +2 or less; SV Fort +4, Ref +6, Will +8; AL C; Crit U/d10.

Horrid appearance: Simply glimpsing the wraith causes 1d4 damage and potential fear (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a -2d attack penalty.

Un-dead traits: Wraiths are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Formed equally of fog and shadow, this unnatural creature has a vaguely humanoid shape. It floats with wisps of fog curling in the air around it. Eyes like smoldering coals watch you intently. Its very existence unnerves and offends on a base level. The hairs on the nape of your neck rise, and your arms break out in gooseflesh.

NEW MEN AND MAGICIANS

CARAVAN GUARD

Coming from all walks of life, caravan guards provide primary security for the wagons, ranging from scouting ahead as outriders, to closely escorting the caravan through hazardous areas.

Caravan guard: Init +0; Atk scimitar +3 melee (1d8+1) or crossbow +3 missile fire (1d6); AC 11; HD 1d8; MV 30′; Act 1d20; SV Fort +1, Ref +1, Will +0; AL L; Crit III/d6.

NOMAD

Nomads are people of the desert. Deeply religious, they lead lives of austerity and often have been known to take vows of poverty. These desert-dwelling people are trained in fighting on horseback and are highly sought after for their skills in surviving desert environs. Because of past mistreatment at the hands of outsiders, many nomads are distrustful of those who do not share their beliefs.

Nomad mercenary: Init +4; Atk scimitar +5 melee (1d8+1) or dagger +5 melee (1d4+1) or +5 missile fire (1d4) or shortbow +5 missile fire (1d6); AC 15 (leather & shield); HD 3d8;

MV 35′; Act 2d20; SP light-footed; SV Fort +3, Ref +3, Will +1; AL L; Crit III/d8.

Nomad warrior: Init +4; Atk scimitar +3 melee (1d8) or dagger +3 melee (1d4) or +3 missile fire (1d4) or lance (1d12; x2 damage on mounted charge) or shortbow +3 missile fire (1d6); AC 13 (leather); HD 2d8; MV 35′; Act 1d20; SP light-footed; SV Fort +2, Ref +1, Will +1; AL L; Crit III/d8.

Light-footed: When wearing armor with a -2 check penalty or less, a dervish gains +5′ to their movement (35′) and a +3 to initiative (+4).

MERCENARY

Soldiers in search of their next war, mercenaries are battle hardened men-at-arms and warriors who have turned their skills at warfare towards profit. Mercenaries normally travel as a band, keeping company with those who they feel may be trusted in battle.

Mercenary: Init +4; Atk longsword +4 melee (1d8+2) or dagger +4 melee (1d4+2) or +4 missile fire (1d4); AC 15 (studded leather & shield); HD 2d8+6; MV 30′; Act 1d20; SP skilled combatant (reroll 1s on damage rolls); SV Fort +3, Ref +4, Will +1; AL C; Crit 19-20 III/d6.

Mercenary, veteran: Init +0; Atk morningstar +4 melee (1d7) or dagger +4 melee (1d4) or +2 missile fire (1d4) or flaming oil +2 missile fire (1d6 plus DC 12 Reflex save or catch fire for 1d6/round until extinguished, range 20); AC 15; HD 4d8; MV 30′; Act 1d20; SP skilled combatant (reroll 1s on damage rolls); SV Fort +1, Ref +1, Will +0; AL C; Crit 19-20 IV/d16.

SMITHY APPRENTICE

Apprentices are the backbone of any forge, performing base labors to increase the output of the master blacksmith. A life of hard labor strengthens and toughens them, making them more than a match for any unruly villager.

Smithy apprentice: Init +0; Atk club +2 melee (1d4+2); AC 12; HD 1d8; MV 30′; Act 1d20; SV Fort +1, Ref +1, Will +0; AL C; Crit III/d6.

APPENDIX C

NPCS

MITRA

Although open to some interpretation among followers, the tenets of Mitra are as follows:

- *Be the Voice*: For those who can't speak or choose not to, serve as the Lion's Roar for them.
- *Defend Those Who Can't*: Always provide aid to those unable to defend themselves.
- *Listen Before Judgment*: Before providing wisdom and counsel, hear both sides of the argument. Pass judgment only after following the process.
- *Follow the Written Law*: If the law is not recorded, it's not a true law.

CLERICS OF MITRA

Mitra is the lawful deity of the sun, justice and law. The deity has no known true form, but his worshipers often depict him as a perfectly formed heroic human male. His followers are almost exclusively clerics and warriors, but his faithful also include the common folk. His favored weapon is the longsword. His symbol is a golden lion head with a wild mane and mouth agape amidst a powerful roar.

Sworn against Set: A cleric of Mitra has a passion to defeat the forces of Set and Mitra favors them when battling a creature of Set, granting a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks while facing such a foe. In addition, the cleric gains +3 to their armor class. Forces of Set include any clerics devoted to Set, minions of Set, animated statues in the likeness of Set, Lesser or Chosen Sons of Set, giant snakes, and all traps in the Dark Tower itself.

LIONS OF MITRA

The Lions of Mitra are in essence the temporary physical reincarnations of warriors and clerics who have died in the service of Mitra. In other words, they are the saints of Mitra, celestial beings still dedicated to their cause and deity. They are often associated with a particular area, such as defending their home temple from invasion or protecting wayfarers near their place of birth. In many cases, however, they are found in conjunction with a relic or minor artifact. Most often, it is a shard of bone or a personal possession of the individual saint. Sometimes, though, the god has assigned his Lions to work in conjunction with special artifacts (see the *Mitraic relics*, Appendix D) or he gives certain faithful the ability to summon one of these powerful entities. When summoned forth, regardless of the method, all the powers of the Lions of Mitra are at the disposal of the summoner.

Lion of Mitra (1d10+1): Init +2; Atk +2 *longsword* +10 melee (1d8+5, +1d8 damage against a follower of Set); AC 23; HD 8d12+30; hp 75 each; MV 20′; Act 2d20; SP infravision 100′, cleric abiliti Lion of Mitra - CelestialKnight01 es ((+11 spell check): *lay on hands, turn unholy*), divine bolt (1/day), telepathy, holy aura, transience, immune to disease, *charm*, *sleep*, and similar effects, half damage from non-magical weapons, spellcasting (+11 spell check): Spells (1st) *bless, darkness, word of command;* (2nd) *divine symbol, neutralize poison or disease, restore vitality;* (3rd) *remove curse*; SV Fort +13, Ref +11, Will +13; AL L; Crit 19-20 III/d10.

Divine bolt: The Lion of Mitra can conjure a magical bolt of energy 5′ wide and 120′ long. Each chaotic creature in the line suffers 4d6 damage (DC 13 Reflex save for half damage).

Holy aura: So long as the Lion of Mitra is conscious, allies within 10′ are immune to fear and gain a +4 bonus to all saving throws (this does not stack with other aura effects).

Transience: A Lion of Mitra loses 5 hit points at the end of each round, disapparating upon reaching 0 hit points – along with all of their equipment. Note: magical healing doesn't affect a Lion of Mitra.

NEW MILITANT ORDER

THE ORDER OF MITRAIC KNIGHTS

A warrior dedicated to Mitra upholds the balance of law and following due process. They are the defenders of the commonfolk, the weak and the downtrodden. They are the radiant light that shepherds those who need guidance. The warriors dedicated to this oath are known as the Order of Mitraic Knights. A Mitraic knight that dies in service to their god might ascend to sainthood, becoming a **Lion of Mitra** (see above).

SPECIAL TRAINING

Unlike other militant orders, becoming a Mitraic knight does allow for additional, supernatural, benefits to be conferred upon the champions of Mitra. Such things do not come easily, or quickly. For every five years spent in the service of Mitra, the knight is allowed a single DC 25 *divine aid* check, with a success denoting that Mitra has granted unto them their next gift. While the knight may spend Luck on this roll, Mitra forbids any other outside aid (such as the gifted Luck of a halfling) to interfere with the adherent's request. For supernatural gifts requiring a spell check, the knight uses their Will save bonus.

Languages: Mitraic knights are trained in Angelic.

Lay on hands: The Mitraic knight may lay on hands in similar fashion to a cleric.

Spellcasting: Judge's discretion.

Turn unholy: The Mitraic knight may turn unholy in similar fashion to a cleric.

GIFTS OF MITRA

Beyond their special training, favored Mitraic knights may be blessed with 1d3 of the special gifts below.

Hand of lightning (1/day): As an action, the Mitraic knight unleashes an arcing *lightning bolt* at a target within 100′, inflicting 4d6 damage (DC 18 Reflex save for half damage).

Holy aura: As long as they are conscious, all friendly creatures within 10′ of the Mitraic knight gain +4 bonus to any saving throws.

Lion's roar (2/day): As an action, the Mitraic knight may issue a divine roar. All enemies within 40′ suffer 2d8 damage (no save). Chaotic targets must make a successful DC 13 Will save or flee in terror for 2d6 rounds.

Radiance of Mitra (1/week): The Mitraic knight radiates a 40′ aura of golden light for 6 rounds. All chaotic creatures within the aura suffer a -2 penalty to all saving throws while allies heal 1 HD per round. It is only after attaining this gift that a Mitraic Knight may achieve sainthood and be elevated to the ranks of the Lions of Mitra\.

Summon Lions of Mitra (1/day): As an action, the Mitraic knight summons 1d10 Lions of Mitra**.** They arrive the following round at a l-ocation within 60′ of the knight.

Note: While PC Mitraic knights still roll their appropriate deed die and add that to their attack and damage rolls, their special training and gifts of Mitra replace the use of Mighty Deeds of Arms

SET

CLERICS OF SET

Set is the deity of night, darkness and spreading evil. His followers are usually clerics and fighters. His favored weapons are the staff and the javelin. His symbol is the coiled serpent, usually a cobra. His clergy have an affinity for all snakes and serpents. In addition to *cause harm* and sworn against Mitra, favored clerics of Set gain the ability to shape change into a giant constrictor.

Cause harm: A cleric of Set may inflict damage in similar fashion to that of *lay on hands.*

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1 die	1 die	2 dice
14-19	1 die	2 dice	3 dice
20-21	2 dice	3 dice	4 dice
22+	3 dice	4 dice	5 dice

*Sworn against Mitra***:** A cleric of Set is sworn to defeat the minions of Mitra. When battling the forces of Mitra, the cleric gains a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks as well as a +3 AC bonus versus attacks by Mitra's minions. The forces of Mitra include any clerics devoted to Mitra, enemies prominently using a *Mitraic relic*, lions and lion-like creatures, commoners, and all traps in the White Tower of Mitra itself.

NPCS

APHRIS (CLERIC OF SET)

Avvakris' son, Aphris, is also a cleric of Set. Aphris is a young man, appearing to be in his early 20's but he has deformed reptilian facial features. He wears long sleeved shirts and gloves since his body is scaly. Rumor has it that Aphris is the result of a union between Avvakris' late wife and a minion of Set. To bear this out, Aphris has some serpentine features despite his limited clerical training.

Aphris is plotting to kill his father and take over as the high priest of Set.

Aphris (cleric of Set): Init +0; Atk mace +2 melee (1d6); AC 19; HD 3d8+3; hp 23; MV 30'; Act 1d20; Occupation: merchant; Languages: Common, Chaos; SP cleric abilities ((+2 spell check): *cause harm*, *divine aid, lay on hands*, *turn unholy*), immune to poison, sworn against Mitra, shapeshift (giant boa constrictor) (3/day), scales (+3 AC); spellcasting (+2 spell check): Spells (1st) *blessing, darkness, paralysis, putrefy food and drink, silence*; (2nd) *binding, curse, snake charm* (see Appendix D); SV Fort +2, Ref +2, Will +1; AL C; Crit III/10.

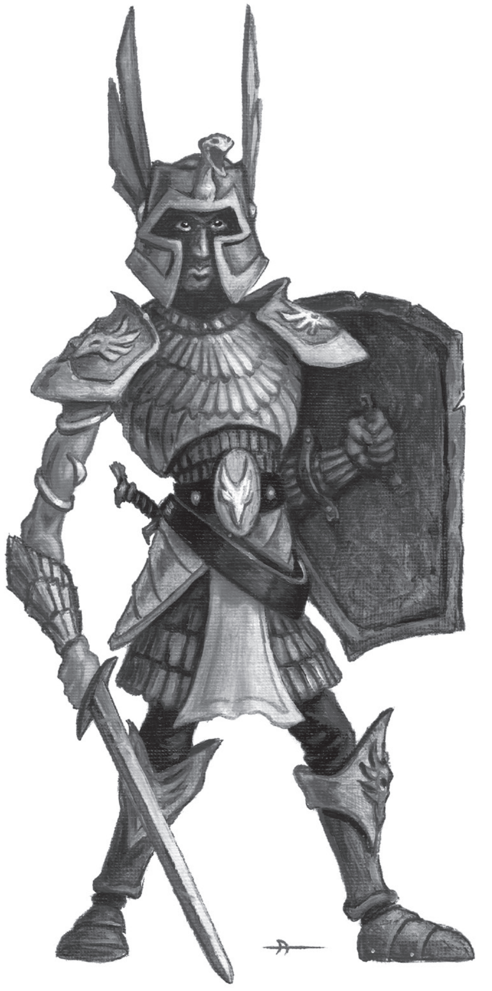
Cause harm: A cleric of Set may inflict damage in a similar fashion to that of *lay on hands.*

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1 die	1 die	2 dice
14-19	1 die	2 dice	3 dice
20-21	2 dice	3 dice	4 dice
22+	3 dice	4 dice	5 dice

Sworn against Mitra: A cleric of Set is sworn to defeat the minions of Mitra. When battling the forces of Mitra, the cleric gains a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks as well as a +3 AC bonus versus attacks by Mitra's minions. The forces of Mitra include any clerics devoted to Mitra, enemies prominently using a *Mitraic relic*, lions and lion-like creatures, commoners, and all traps in the White Tower of Mitra itself.

Aphris (boa constrictor, giant): Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8+5; hp 35; MV 30'; Act 1d20; SP immune to poison, constriction 1d6, sworn against Mitra, shapeshift (human) (3/day); SV Fort +6, Ref +3, Will +1; AL C; Crit M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.



ARGOL BARGOL BURT ("ARGH")

Argol Bargol Burt ("Argh") is one of the bodyguards of Haffrung Helleyes. He is slight of build, barely filling out his plate armor, and he wears a helm three sizes too big over his greasy black hair.

Argol Bargol "Argh" Burt: Init +2; Atk longsword +3 melee (1d8+3); AC 19 (full plate & shield); HD 4d12+4; hp 32; MV 20'; Act 2d20; SV Fort +3, Ref +2, Will +2; AL L; Crit 19-20 IV/d20.

ARGUN THE CONFLAGRATOR

Argun is a great wyrm, over 1,000 years old. He is 40′ long from snout to the base of his tail. Confident that he could snuff out the lives of the characters, he doesn't immediately attack. He is willing to carry on lengthy conversations with intruders, at least until he grows bored. But foolish actions, insults, or an outright attack are met with swift retribution.

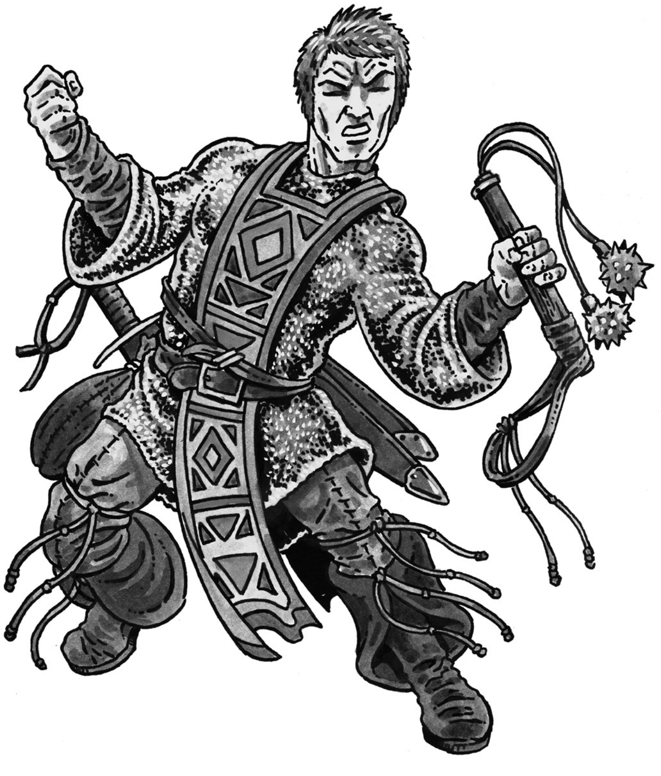
Argun the Conflagrator (average sized great wyrm): Init +10; Atk claw (x3) +12 melee (1d8) and bite +12 melee (1d12) and tail slap +12 melee (1d20) and wing buffet +12 melee (2d12) and crush +12 melee (3d12) or breath weapon (special); AC 20; HD 10d12; hp 100; MV 50′, fly 50′; Act 7d20+1d20 (spells); SP breath weapon (fire, 4/day), cause earthquake (1/day), control fire (3/hour), heat metal (3/hour), damage reduction (-4 per die to all damage received, minimum 1 point per die), magic resistance (all spells cast against Argun have a 50% chance of failure prior to saving throws being rolled), immune to fire damage, spellcasting (+14 spell check): Spells (1st) *charm person, enlarge/reduce, force manipulation* (-1d spell check penalty), *magic shield;* (2nd) *arcane affinity* (pyromancy), *detect invisible, invisibility, scorching ray* (+1d spell check bonus); (3rd) *dispel magic, fireball* (+1d spell check bonus), *slow*; SV Fort +10, Ref +10, Will +10; AL C; Crit DR/d24.

Breath weapon (fire, 4/day): As an action, Argun breathes fire in a line 10′ wide x 100′ long, inflicting damage equal to Argun's hit points (DC 20 Reflex save for half damage).

Cause earthquake (1/day): Argun can create an earthquake centered on a point within 500′. Earth shakes for several seconds. All nearby creatures suffer 1d3 buffeting damage. Creatures within 50′ of the epicenter are tossed into the earth for a fall of 1d8 x 10′ (with falling damage of 1d6 per 10′ fallen). Creatures further away must make a DC 20 Reflex save or also be tossed into the earth. Concentration of enemies is disrupted, waterways may be diverted, buildings are shaken, creatures may fall from ramparts, etc.

Control fire (3/hour): Argun can take control of mundane flames, such as torches and lanterns, and cause them to dance, extinguish, or expand; can create a line of flame up to 40′ long per round. A character touched by the line of flame (including one holding a torch or lantern) is engulfed in flames for 1d6 damage plus an additional 1d6 per round. DC 20 Reflex save each round to extinguish.

Heat metal (3/hour): Argun can heat one metal object to painful levels. This ability inflicts 1d8 damage per round to characters holding heated objects or 1d10 damage per round to characters wearing heated armor.



AUROKA THE FLAILER

Although of average height, Auroka seems as wide as he is tall. He has short cropped blonde hair and a boyish face. He wears chain mail and wields a flail with an extended black handle. He is traveling with the Caravan of Mumchandar.

Auroka the Flailer: Init +1; Atk flail +4 melee (1d6+2); AC 16 (chainmail & shield); HD 2d8; hp 16; MV 25′; Act 1d20; SV Fort +3, Ref +1, Will +0; AL N; Crit 19-20 III/d8.

AVVAAR

The eldest son of Avvakris. He was killed by divine pox during a foray into the White Tower and rose as a gravewight. Unable to take action against the forces of Mitra, Avvaar delights in slaying those who stumble upon his crypt.

Avvaar (gravewight): Init +3; Atk claw +8 melee (1d4 plus XP drain (1d10, DC 13 Will save negates)); AC 17; HD 6d8; hp 30; MV 40′, climb 20′; Act 1d20; SP immune to non-magical weapons, un-dead traits; SV Fort +5, Ref +7, Will +5; AL C; Crit U/d12.

Un-dead traits: Gravewights are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

XP drain: Experience lost to the gravewight does not reduce a PC's level but must be re-earned prior to being able to reach the next level. Characters reduced to 0 XP are slain and rise as gravewights.

AVVAKRIS THE MERCHANT BARON (HIGH PRIEST OF SET)

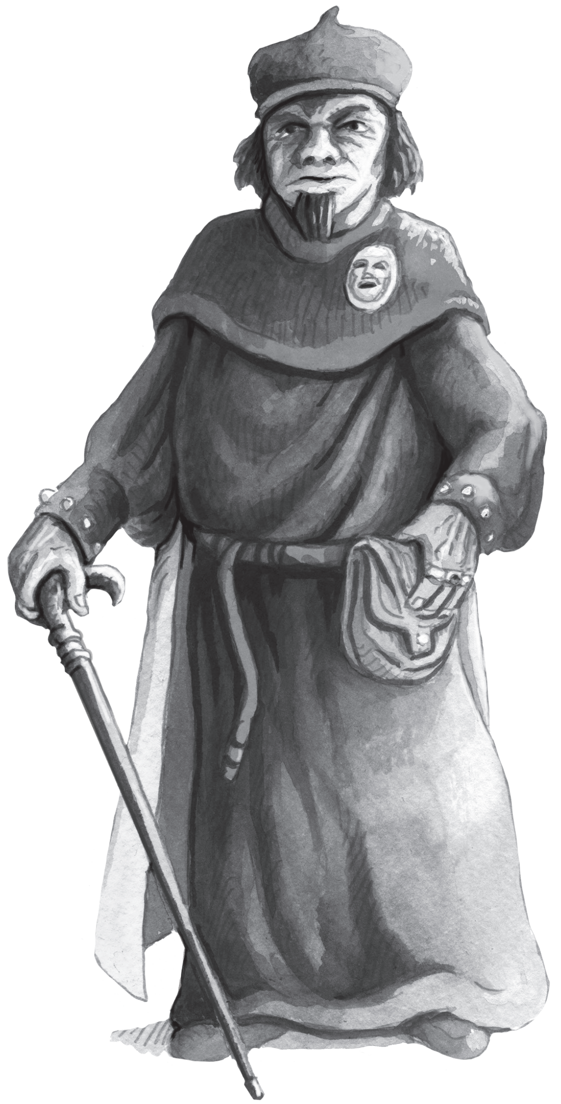
Avvakris, the merchant baron, is the village's "leading citizen". a portly man of sour disposition with greasy brown hair held at bay with a fine hat. His facial features are pudgy, he has a wide nose and a poorly trimmed goatee. Under his rich robes he constantly wears a suit of chainmail and always wears *Avvakris' ring* (see Appendix D). Avvakris is always attended by two loyal bodyguards, **Seth the Huge** and **Wormgear Bonegnawer** (see below) who fight to the death to protect him. Both bodyguards wear black tunics over their chainmail and carry black shields. Delineated on both tunic and shield is the symbol of a coiled and hooded green serpent. **See Player Handout 1.**

Avvakris fathered three children: Aphris, Avvala, and Avvaar (deceased).

Avvakris the Merchant Baron (high priest of Set): Init +0; Atk mace +4 melee (1d6+1); AC 16 (chainmail); HD 5d8; hp 37; MV 25'; Act 1d20; Occupation: merchant; Languages: Common, Chaos, Dwarf, Giant, Goblin, Serpent; SP cleric abilities ((+7 spell check): *cause harm*, *divine aid*, *lay on hands*, *turn unholy*), immune to poison, sworn against Mitra, shapeshift (giant boa constrictor) (3/day), *Avvakris' ring* (see Appendix D), *ring of the snake den* (see Appendix D), spellcasting (+7 spell check): Spells (1st) *animal summoning (snakes)*, *blessing*, *darkness*, *detect evil*, *detect magic*, *food of the gods*, *profane flame* (see Appendix D), *serpent missile* (see Appendix D), *silence*, *snakeskin* (see Appendix D); (2nd) *binding*, *curse*, *neutralize poison or disease*, *poison touch* (see Appendix D), *snake charm*; (3rd) *mystic serpent* (see Appendix D), *bolt from the blue*, *speak with dead*; SV Fort +2, Ref +3, Will +5; AL C; Crit III/d12.

Cause harm: A cleric of Set may inflict damage in a similar fashion to that of *lay on hands.*

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1 die	1 die	2 dice
14-19	1 die	2 dice	3 dice
20-21	2 dice	3 dice	4 dice
22+	3 dice	4 dice	5 dice



Divine aid: Avvakris can use an action to call on Set to intervene on his behalf in a time of great need. On a *divine aid* spell check Set intervenes on a DC 15 or more. The judge decides what the aid entails, but it should be equivalent to any cleric spell. If this is used in the Dark Tower or the surrounding dungeons, Set intervenes on a DC 10 or more.

Sworn against Mitra: A cleric of Set is sworn to defeat the minions of Mitra. When battling the forces of Mitra, the cleric gains a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks as well as a +3 AC bonus versus attacks by Mitra's minions. The forces of Mitra include any clerics devoted to Mitra, enemies prominently using a *Mitraic relic*, lions and lion-like creatures, commoners, and all traps in the White Tower of Mitra itself.

Avvakris (boa constrictor, giant, high priest of Set): Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 7d8; hp 45; MV 30'; Act 1d20; SP immune to poison, constriction 1d6, sworn against Mitra, shapeshift (human) (3/day); SV Fort +6, Ref +3, Will +5; AL C; Crit M/d12.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

***Avvakris' ring*:** The ring appears to be a piece of a green emerald carved in the form of a hooded serpent. The ring's non-magic value is 1,000 gp. The chaotic ring grants its wearer *protection from good* (+1 to saving throws made against Lawful effects) and serves as a pass key to many of the guardian creatures and several traps in the dungeon. If worn by a non-chaotic creature, the ring inflicts a moderate curse. The wearer suffers a -2 Luck penalty and is drained of 1 hit point every turn. This loss cannot be healed while the curse is in effect. The ring can only be removed after the successful casting of a *remove curse* spell (either allowing for a successful DC 22 Will save or achieving a spell check result of 27+).

AVVALA, WERERAT CLERIC OF SET

Avvala is the daughter of Avvakris. She appears to be about 23 years old, has very long brown hair and an infectious smile. She has a slight build and is very attractive. She speaks with a very soft, yet high pitched voice.

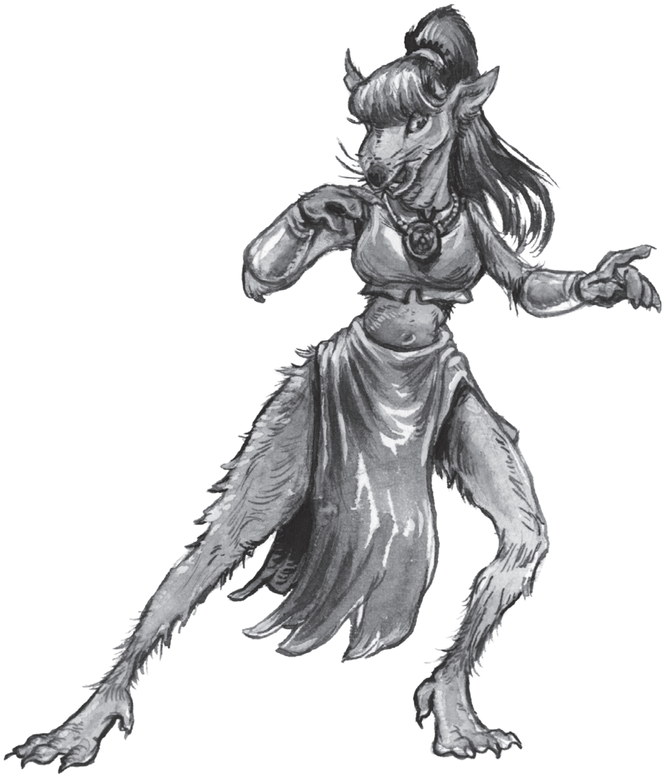
Avvala (human form, wererat cleric of Set): Init +2; Atk mace +2 melee (1d6); AC 12; HD 4d8+4; hp 36; MV 30', climb 20'; Act 1d20; SP cleric abilities ((+4 spell check): *cause harm*, *divine aid, lay on hands*, *turn unholy*), sworn against Mitra, werecreature traits, shapeshift (giant boa constrictor) (3/day), spellcasting (+4 spell check): Spells (1st) *darkness, paralysis, serpent missile* (see Appendix D), *silence* (see Appendix D); (2nd) *curse, divine symbol, snake charm* (see Appendix D), *snakeskin* (see Appendix D); (3rd) *snake plague* (see Appendix D); SV Fort +2, Ref +1, Will +2; AL C; Crit III/d10.

Cause harm: A cleric of Set may inflict damage in similar fashion to that of *lay on hands.*

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1 die	1 die	2 dice
14-19	1 die	2 dice	3 dice
20-21	2 dice	3 dice	4 dice
22+	3 dice	4 dice	5 dice

*Sworn against Mitra***:** A cleric of Set is sworn to defeat the minions of Mitra. When battling the forces of Mitra, the cleric gains a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks as well as a +3 AC bonus versus attacks by Mitra's minions. The forces of Mitra include any clerics devoted to Mitra, enemies prominently using a *Mitraic relic*, lions and lion-like creatures, commoners, and all traps in the White Tower of Mitra itself.

Trigger (starvation): A wererat in human form who has gone without eating for more than 2 days transforms into their animal form and will gorge until full. Only when sated may the wererat change back.



Avvala (hybrid form, wererat cleric of Set): Init +2; Atk bite +2 melee (1d6+1 plus lycanthropy (see Appendix D) (DC 10 Fort save negates)) or mace +2 melee (1d6); AC 12; HD 4d8+4; hp 36; MV 30', climb 20'; Act 2d20; SP cleric abilities ((+4 spell check): *cause harm*, *divine aid, lay on hands*, *turn unholy*), sworn against Mitra, werecreature traits, omnivoracious, shapeshift (giant boa constrictor) (3/day), spellcasting (+4 spell check): Spells (1st) *darkness, paralysis, serpent missile* (see Appendix D), *silence* (see Appendix D); (2nd) *curse, divine symbol, snake charm* (see Appendix D), *snakeskin* (see Appendix D); (3rd) *snake plague* (see Appendix D); SV Fort +2, Ref +1, Will +2; AL C; Crit III/d10.

Omnivoracious: In its hybrid form, the wererat is capable of chewing through nearly anything. Its teeth scissor through wooden tabletops with ease and can grind down even stone. The wererat gnaws through wood at a rate of 1 cubic foot every 4 rounds and through stone at a rate of 1 cubic foot per turn.

Avvala (giant rat form, wererat cleric of Set): Init +2; Atk bite +3 melee (1d4+1 plus lycanthropy (see Appendix D) (DC 10 Fort save negates)); AC 12; HD 4d8+4; hp 36; MV 30', climb 20′; Act 1d20; SP cause harm, sworn against Mitra, werecreature traits, shapeshift (giant boa constrictor) (3/day); SV Fort +2, Ref +1, Will +2; AL C; Crit M/d8.

Avvala (boa constrictor, giant, wererat cleric of Set): Init +4; Atk bite +10 melee (1d6 + constrict); AC 18; HD 7d8+7; hp 36; MV 30′; Act 1d20; SP constriction 1d6, sworn against Mitra, werecreature traits (shapeshift, regenerate 1 HD/round (cannot heal silver damage), half damage from non-magical weapons, vulnerable to silver (double damage)), shapeshift (human) (3/day); SV Fort +7, Ref +3, Will +5; AL C; Crit M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

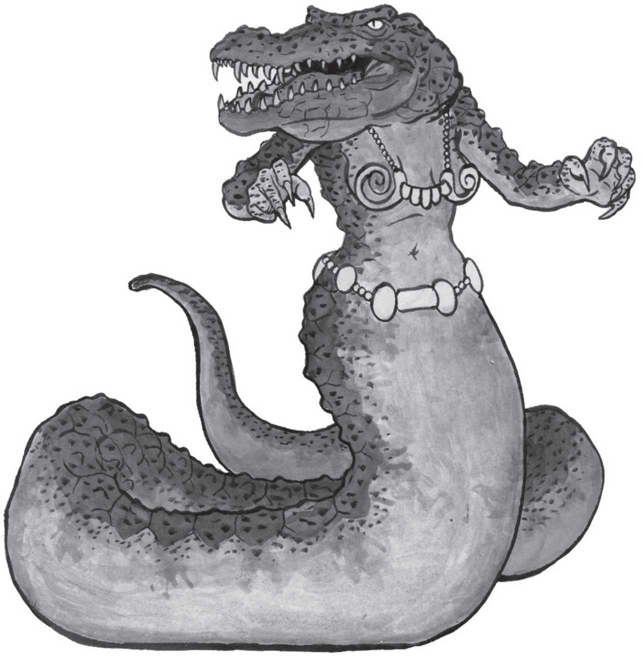
Regeneration: While in their animal form, werecreatures heal 1 HD/round. In their hybrid form, they heal 2 HD/round.

Resistance to non-magical weapons: Werecreatures suffer half damage from non-magical weapons.

Shapeshift: Werecreatures may shift into any of their three forms at will. It takes a full round to complete the transformation.

Vulnerable: Werecreatures suffer double damage from silver weapons They are unable to regenerate such damage, requiring it to heal naturally.

Werecreature traits: Shapeshift, regeneration, resistance to non-magical weapons, trigger, vulnerable to silver.



BALAAR THE SHAKER, LESSER SON OF SET

Although these fiends take many forms, Balaar is an enormous (25′ long) snake with a human female torso and arms and a crocodilian head.

Balaar, the Shaker, Lesser Son of Set (type II demon, Set): Init +4; Atk slam +8 melee (1d8+4) or bite +8 melee (1d7 plus constrict); AC 18; HD 6d12+12; hp 60; MV 30′; Act 3d20; Languages: Common, Demonic; SP Son of Set traits, demon traits, constriction 1d6, *fireball* (2/day), *lightning bolt* (2/day), summon 1d6 minions of Set (1/day), magic resistance (all spells cast against a Lesser Son of Set are subject to 50% chance of failure before saves are rolled). SV Fort +6, Ref +8, Will +6; AL C; Crit 19-20 DN/d6.

Constriction: On a successful bite attack Balaar immediately wraps his coils around the victim. Each round thereafter, he attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 points of damage.

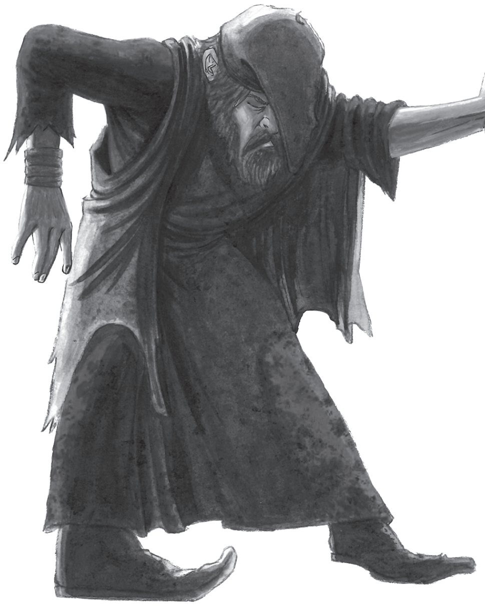
Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, as long as not bound or otherwise summoned, infravision 120′, half damage from poison, fire, acid, cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.

Fireball (2/day): As an action, Balaar can hurl a *fireball* at a target within 160′, doing 6d6 damage (DC 24 Reflex save for half damage).

Lightning bolt (2/day): As an action, Balaar can hurl a *lightning bolt* at a target within 50′, doing 4d6 damage (DC 18 Reflex save for half damage).

Son of Set traits: Constrict, *fireball* (2/day), *lightning bolt* (2/day), true name.

True name: Each Son has a true name that can be discovered or divined. If the true name is spoken and the Son of Set can hear it, all his saving throws suffer a -1d penalty for 1 hour.



BELDAR THE SODDEN

A one-time accomplished wizard, he has somehow resisted the curse that controls everyone else in the village. At first, he feigned evil tendencies to dupe the villagers. He discovered that the life prolonging part of the curse affected him too. When he tried to leave the area of the village he began to age swiftly. He admits not wanting to die but grew tired of his evil disposition. His solution: keep himself nicely drunk for the last two-and-a-half centuries. Needless to say, he is one of Melkor's best customers. Every few months he sneaks into the dungeons to recover a bit of wealth to pay for his habit.

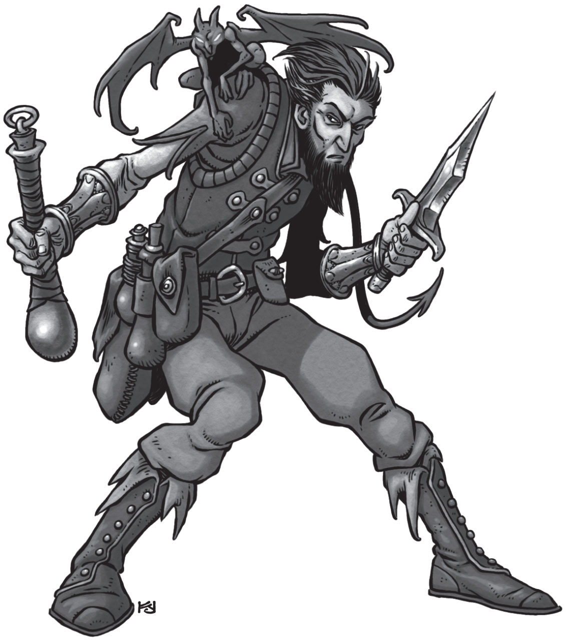
If the characters make contact with him and sober him up, he divulges information on the dungeons beneath the village, the Dark Tower and the buried village below. If paid at least 100 gp up front, an equal share of treasure, plus promised protection, he may even accompany adventurers. He has no magic items or spellbooks, having long since pawned all of those for drink. His brain is so addled that he has access to no spell other than *cantrip.*

Beldar has knowledge of all the non-secret passages on the first two Dungeon Levels as they were 250 years ago; although, all the drink has clouded his memory and judgment. There is a 40% chance that any given keyed encounter has changed enough to be unfamiliar or forgotten to him.

Beldar the Sodden (wizard): Init +0; Atk verdigrised bronze dagger +1 melee (1d4) or +1 missile fire (1d4); AC 10; HD 3d4; hp 11; MV 30′; Act 1d20; Languages: Common, Dwarf, Elf; SP spellcasting (+5 spell check): Spells (1st) *cantrip*; SV Fort +1, Ref +1, Will +2; AL N; Crit I/d8.

BERKAM SHEM

Berkam Shem (wizard): Init +0; Atk dagger +1 melee (1d4) or +1 missile fire (1d4); AC 15 (*Eye of Savock*); HD 5d4; hp 27; MV 30′; Act 1d20; SP familiar (Pimshales), infravision 60′, immune to magical darkness, spellcasting (+6 spell check): Spells (1st) *cantrip*, *charm person*, *enlarge*, *find familiar*, *flaming hands*; (2nd) *invisibility*, *spider web*; (3rd) *haste*; SV Fort +6, Ref +6, Will +7; AL C; Crit I/d8.



Familiar: Berkam Shem's familiar, Pimshales, provides him with 10 additional hit points (total 27) as well as its darkness piercing infravision. If Pim is slain, Berkam Shem immediately falls prone in pain, permanently loses 20 hit points, and suffers a -5 spell check penalty until the next full moon.

***Eye of Savock*:** Special Powers: when worn as the sole form of protection, the *Eye of Savock* grants a +5 bonus to AC and saving throws. It immediately closes (going dormant) should its wearer don armor or obtain other magical protection.

Pimshales "Pim" (hellspider): Init -1; Atk bite -2 melee (1d3+1 Stamina plus poison); AC 13; HD 3d4; hp 10; MV

40′, jump 20′; Act 1d20; SP infravision 60′, *invisibility* (as per spell check result of 12), poison (1d6 permanent Stamina, DC 8 Fort save negates), immune to magical darkness; SV Fort +2, Ref +3, Will +1; AL C; Crit DN/d4.

BILKO BUCKS

The second of the Bucks brothers, Bilko is an absolute charmer; polite, outgoing, friendly, and trustworthy. At least, he is trustworthy on the surface. Bilko would attempt to steal the horns from a charging bull.

Bilko Bucks (halfling): Init +2; Atk fist +3 melee (1d3, subdual) or by weapon; AC 13 (padded); HD 3d6; hp 13; MV 20′; Act 1d20; Languages: Common, Halfling; SP sneak & hide +7; SV Fort +1, Ref +4, Will +2; AL N; Crit III/d10.

BINGORUM BUCKS

The youngest of the three Bucks brothers, Bingorum is the wild card of the family. Often called on to provide muscle for a job, Bingorum has a cruel streak and relishes in breaking legs and slitting throats.

Bingorum Bucks (halfling): Init +2; Atk fist +5 melee (1d3+2, subdual) or by weapon; AC 14 (padded); HD 3d6; hp 18; MV 20′; Act 1d20; Languages: Common, Halfling; SP sneak & hide +7; SV Fort +1, Ref +5, Will +2; AL C; Crit III/d10.

BOLT OF THE NORTH MARCHES

Bolt of the North Marches is a man from a distant land with dark skin and curly black hair. He rarely speaks (in a thick accent) and uses a pidgin of Common and his native language. He is one of Merth's henchmen.

Bolt of the North Marches: Init +2; Atk morningstar +3 melee (1d7); AC 16 (chainmail & shield); HD 3d12; hp 20; MV 25′; Act 1d20; SV Fort +4, Ref +2, Will +1; AL N; Crit 19-20 III/d8.

BUFFO BUCKS

Buffo is the oldest of the three Bucks brothers and is the brains of the operation. His younger brothers hang on his every word and generally follow his lead.

Buffo Bucks (halfling): Init +2; Atk fist +3 melee (1d3, subdual) or by weapon; AC 13 (padded); HD 4d6+4; hp 28; MV 20′; Act 1d20; Languages: Common, Halfling; SP sneak & hide +8; SV Fort +3, Ref +4, Will +4; AL N; Crit III/d10.

CRONOK THE FOX

Along with Xor is his henchman and sometimes servant **Cronok the Fox**. Cronok grows weary of his master's atrocities and greed. Cronok does not enter a fight unless he has a pretty good idea that Xor will win. Up until now that has been the case. If it begins to look like Xor is to be defeated, or if Cronok is reduced to 10 or fewer hit points, he surrenders, trusting the "good guys" not to kill him.

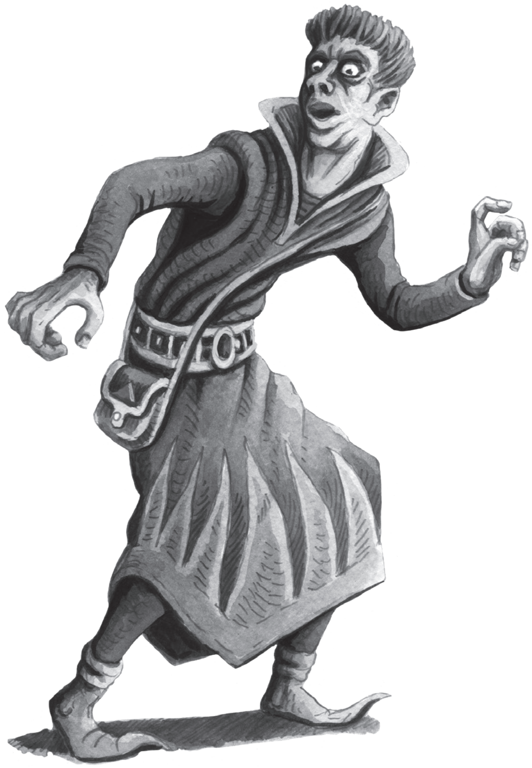
Cronok the Fox: Init +3; Atk longsword +3 melee (1d8+2) or dagger +3 melee (1d4+2) or +3 missile fire (1d4) or crossbow +3 missile fire (1d6); AC 21 (full plate & +2 *shield*); HD 3d8+3; hp 16; MV 20′; Act 2d20; SP sweeping strike (3/day); SV Fort +5, Ref +3, Will +3; AL N; Crit III/d20.

Sweeping strike (3/day): If Cronok hits with a weapon attack, he can choose another target within 5′. If his attack roll would also hit this target, it suffers half of the damage done to the first target.

DAGDA

Haffrung Helleyes' apprentice Dagda is a tall but thin male human and wears blue robes. He is cowardly and prefers to avoid direct conflict.

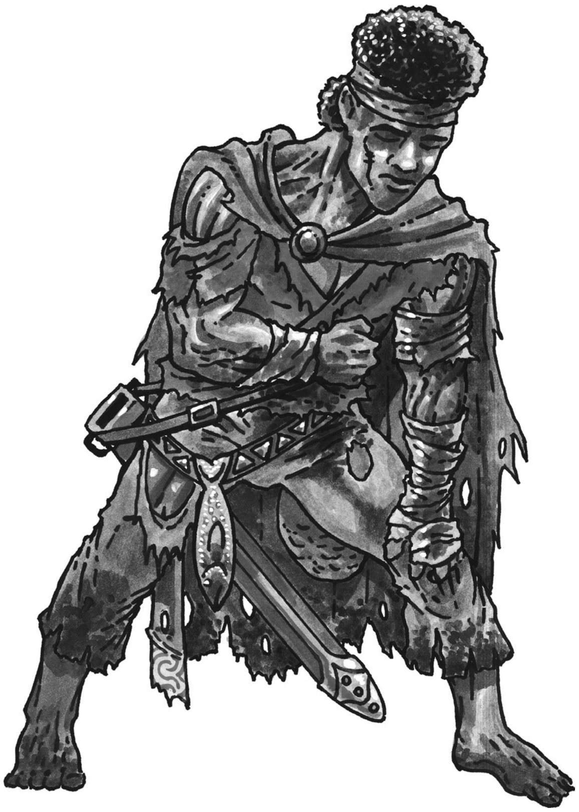
Dagda: Init +1; Atk dagger +1 melee (1d4) or +1 missile fire (2d4); AC 11; HD 3d4+3; hp 15; MV 30′; Act 1d20; SP spellcasting (+5 spell check): Spells (1st) *cantrip, charm person, chill touch, enlarge, magic missile;* (2nd) *invisibility, levitate*; SV Fort +2, Ref +2, Will +2; AL L; Crit I/d8.



GERNSTEAD THE GRIM

Gernstead the Grim is a man with nondescript features and unevenly cut black hair. He is one of Merth's henchmen.

Gernstead the Grim: Init +2; Atk two-handed sword +4 melee (1d10+2); AC 15 (chainmail); HD 3d12; hp 22; MV 25′; Act 1d20; SV Fort +3, Ref +2, Will +0; AL L; Crit 19-20 III/d8.



GLORFINGOL GOODMAN

Glorfingol Goodman is a Mitraic knight that was captured by Haffrund Helleyes and has been ruthlessly tortured for the exact location of the three *Mitraic relics*.

Glorfingol Goodman (Mitraic knight): Init +4; Atk fist +5 melee (1d3+2, subdual) or longsword +5 melee (1d8+2) or mace +5 melee (1d6+2); AC 11/20 (full plate & shield); HD 3d12+6; hp 27 (15); MV 30′/20′′; Act 2d20; SP cleric abilities ((+5 spell check): *lay on hands, turn unholy*), infravision 60′, *detect evil* 60′ (3/day, spell check result of 12), holy aura, immune to disease, spellcasting (+5 spell check): Spells none; SV Fort +6, Ref +8, Will +6; AL L; Crit 18-20 V/d30.

Holy aura: As long as Glorfingol is conscious, allies within 10′ are immune to fear and gain a +4 bonus to all saving throws (this does not stack with other aura effects).

Glorfingol has been tortured for a lengthy period and has been unable to commune with Mitra. Any spells he may have are left to the judge's discretion.

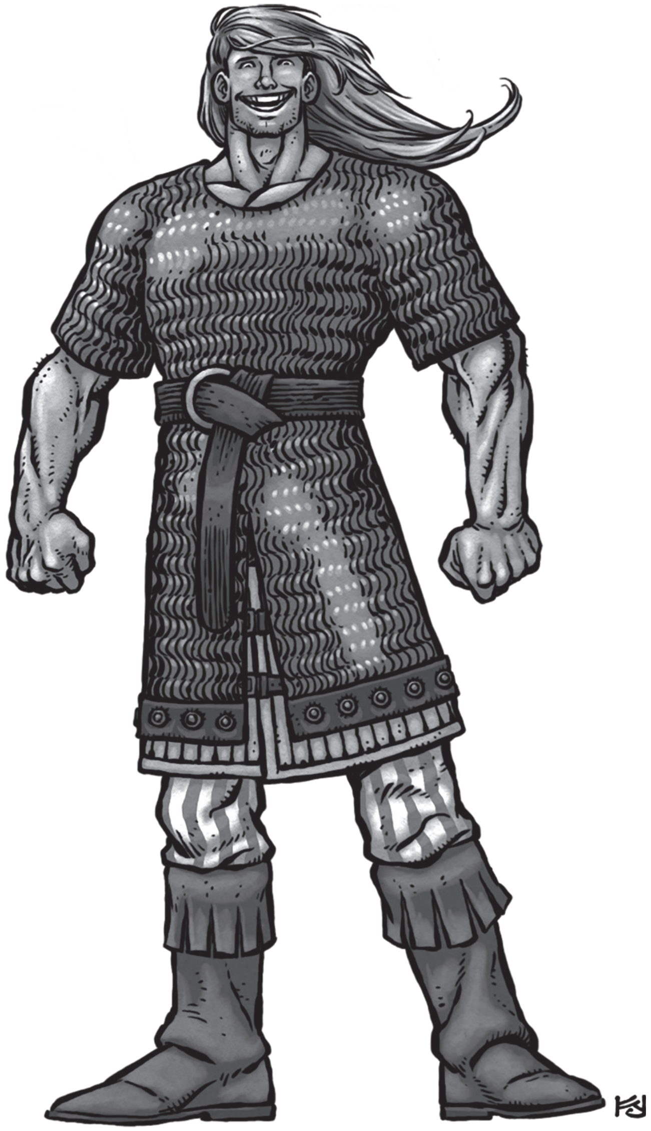
GRIMSTONE

Grimstone is an elf explorer, and the last of a charmed group of adventurers sent to kill Xor the Evil One, because he would not join forces with Haffrung Helleyes. The rest of his comrades were slain by ghouls in area 3-5. However, being an elf and possessing the *Sword of Kroan* saved him. The elf is utterly fixated on his task and will give his life to bring an end to Xor.

Grimstone: Init +3; Atk *Sword of Kroan* +5 melee (1d8+5); AC 19 (banded mail & shield); HD 3d8+3; hp 16; MV 20′; Act 2d20; SP infravision 60′, immune to magical *sleep* and paralysis, spellcasting (+4 spell check): Spells (1st) *cantrip, color spray, invoke patron* (King of Elfland), *patron bond, spider climb;* (2nd) *fire resistance, scorching ray;* SV Fort +5, Ref +3, Will +3; AL C; Crit II/d10.

***The Sword of Kroan* (*+3 mithril longsword*):** INT 9; AL C; Communication: empathy; Special Powers: detect secret doors within 60′, detect traps within 30′ (1/day).

The *Sword of Kroan* bears the same signet (three coins, three fish and three sheaves of wheat) its hilt as is on the ring on the corpse in area 1-6.



GROM

Grom is one of the bodies prepared for possession by Haffrung Helleyes. Standing at 6′ 6″ tall, he is barrel-chested, with long flowing blonde hair and bright blue eyes. Grom was always a few arrows short of a full quiver, but his intelligence and personality have been diminished to the level of a child.

Grom: Init +2; Atk fist +7 melee (1d3+4, subdual); AC 16 (chainmail); HD 3d12+6; hp 29; MV 25′; Act 1d20; SV Fort +1, Ref +4, Will -3; AL C; Crit IV/d16.

HAFFRUNG HELLEYES

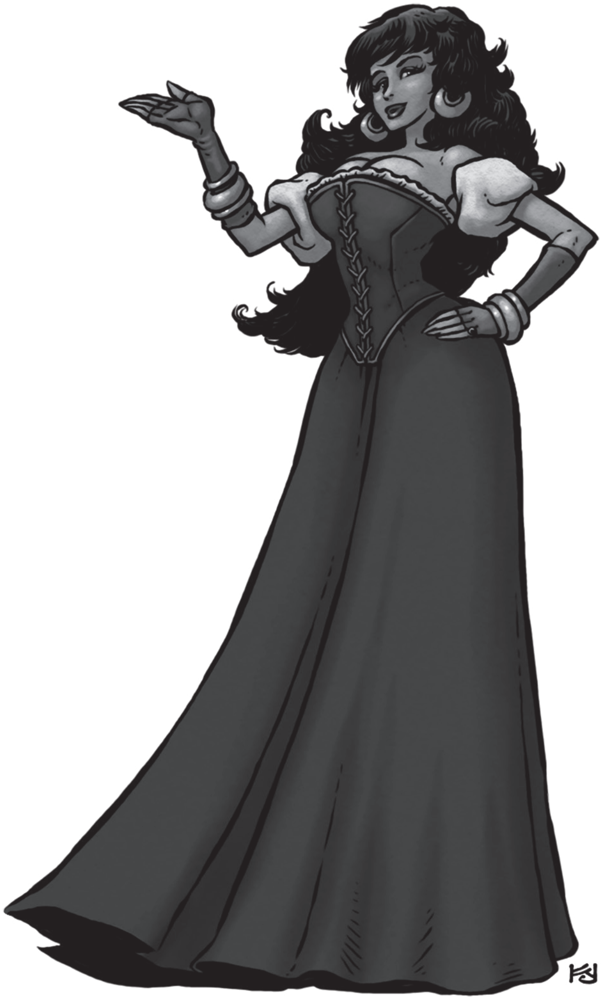
Haffrung Helleyes is a powerful wizard. Haffrung has no real body, it being destroyed long ago in a magical mishap. Instead, he uses other bodies, specially obtained for his use (see below). He prefers those strong, dexterous and beautiful of body, but weak of mind and spirit. He is a bit on the adventurous side and maintains bodies of both sexes. If one is killed, he merely possesses a second, or a third, or whatever body that meets his criteria and is handy.

When on the lower level of the complex (areas 4-14A, B, or C) he wears purple robes and a *scarab of insanity* (see Appendix D). Haffrung is mildly insane himself and has a tendency to let off a *fireball* right at his feet if attacked (even if the container that houses his soul isn't nearby). He is particularly fond of casting *conjure beasts* (summoning colossal leeches), a spell he researched himself (see Appendix D).

Haffrung's soul inhabits an apple-sized jagged chunk of ruby (worth 1,500 gp). It is hidden in area 3-17. The ruby has an AC 16 and 10 hit points. If destroyed, Haffrung dies, as his body was destroyed decades ago.

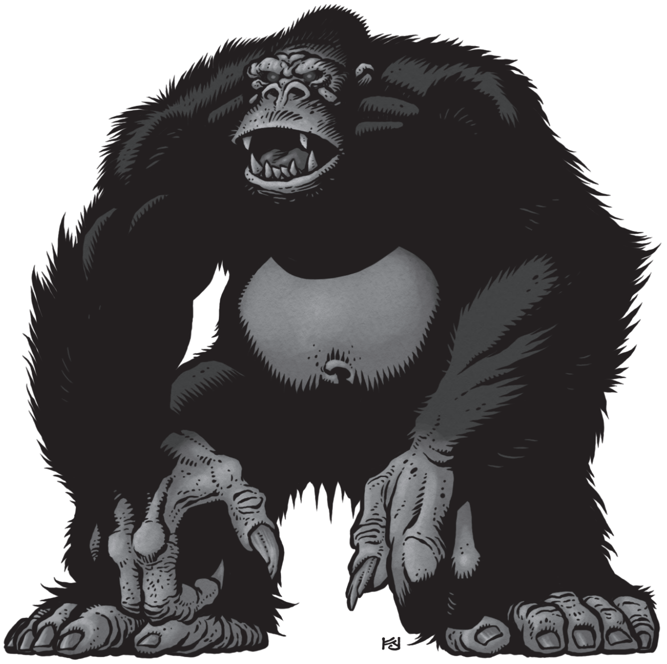
He is leader of one of the major factions in the dungeon. Although he is in the service of Set, he is much more interested in serving himself. He does not share Avvakris' ambitious interest in conquering the White Tower. He is more concerned with Avvakris gaining too much power with some of the local denizens and might move to thwart him and his schemes.

Body #1: **Haffrung Helleyes/Grom (wizard):** Init +2; Atk longsword +7 melee (1d8+4); AC 16 (chainmail); HD 3d12+6; hp 29; MV 25′; Act 1d20; SP body thief, sculpt spells, spellcasting (+9 spell check): Spells (1st) *cantrip, detect magic, enlarge, force manipulation, magic missile, magic shield, ward portal;* (2nd) *conjure beasts* (see Appendix D), *invisibility, mirror image, monster summoning, spider web;* (3rd) *dispel magic, fireball, lightning bolt, planar step*; SV Fort +1, Ref +4, Will +7; AL C; Crit I/d10.



Body #2: **Haffrung Helleyes/Skelly (wizard):** Init -2; Atk longsword -2 melee (1d8-1); AC 9; HD 1d4+2; hp 7; MV 30'; Act 1d20; SP body thief, sculpt spells, spellcasting (+9 spell check): Spells (1st) *cantrip, detect magic, enlarge, force manipulation, magic missile, magic shield, ward portal;* (2nd) *conjure beasts* (see Appendix D)*, invisibility, mirror image, monster summoning, spider web;* (3rd) *dispel magic, fireball, lightning bolt, planar step*; SV Fort +1, Ref -2, Will +7; AL C; Crit I/d10.

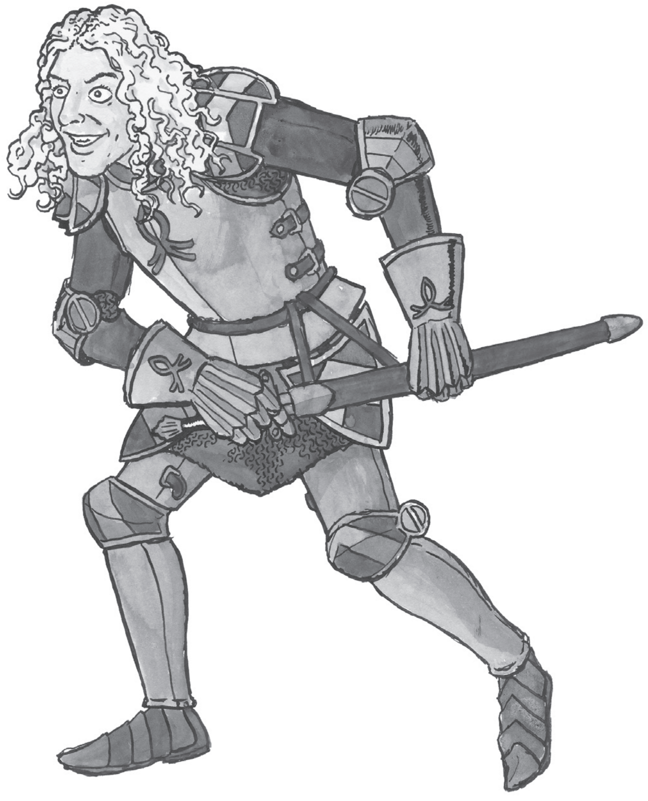
Body #3: **Haffrung Helleyes/Orson (wizard):** Init +0; Atk longsword +3 melee (1d8); AC 13 (leather); HD 3d12; hp 25; MV 30'; Act 1d20; SP body thief, sculpt spells, spellcasting (+9 spell check): Spells (1st) *cantrip, detect magic, enlarge, force manipulation, magic missile, magic shield, ward portal;* (2nd) *conjure beasts* (see Appendix D)*, invisibility, mirror image, monster summoning, spider web;* (3rd) *dispel magic, fireball, lightning bolt, planar step*; SV Fort +2, Ref +2, Will +7; AL C; Crit I/d10.



Body #4: **Haffrung Helleyes/Carnivorous ape-man (wizard):** Init +1; Atk bite +5 melee (1d10+3) or longsword +5 melee (1d8+3) or slam +5 melee (1d4+3) or thrown stone +3 missile fire (1d4+3, range 30); AC 13; HD 4d8+4; hp 25; MV 20', climb 20'; Act 3d20; SP body thief, sculpt spells, spellcasting (+9 spell check): Spells (1st) *cantrip, detect magic, enlarge, force manipulation, magic missile, magic shield, ward portal;* (2nd) *conjure beasts* (see Appendix D)*, invisibility, mirror image, monster summoning, spider web;* (3rd) *dispel magic, fireball, lightning bolt, planar step*; SP none; SV Fort +2, Ref +2, Will +7; AL C; Crit I/d10.

Body thief: Centuries ago, Haffrung placed his consciousness into a large ruby), allowing him to possess bodies other than his own (the gem is hidden in area 3-17). His body was destroyed long ago, so now he uses other bodies. He can cast wizard spells and use his class features while possessing another body, but he can't use the host's class features. If slain within 100' of his soul's vessel, Haffrung's soul returns to it, and he may possess another prepared body.

Sculpt spells: When Haffrung casts a spell that has an area of effect, he can choose 1d7 targets to automatically make their saving throw. If the spell would cause damage, the targets suffer no damage instead.



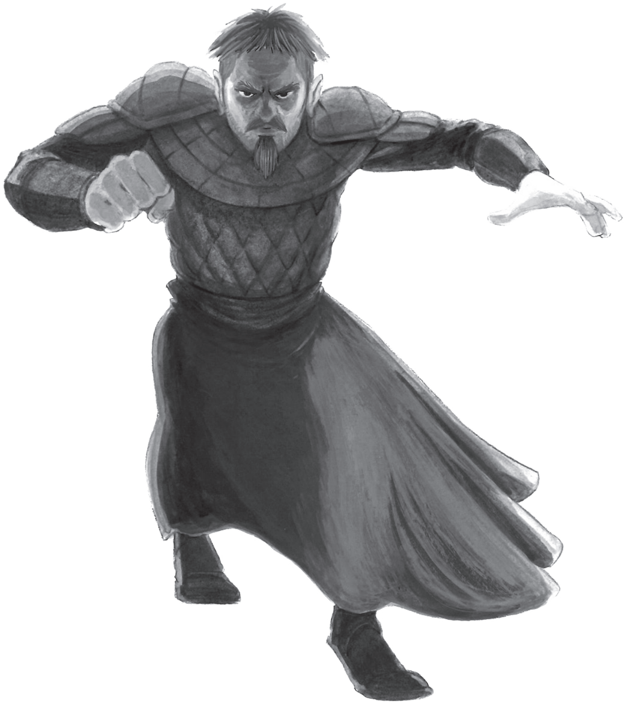
HALPHED BLOODGUSHER

Halphed Bloodgusher is a bodyguard to Haffrung Helleyes. He has long blonde locks, boyish good looks, and a love for spilling blood.

Halphed Bloodgusher: Init +2; Atk longsword +6 melee (1d8+6); AC 20 (full plate & shield); HD 5d12+5; hp 40; MV 20′; Act 1d24 + 1d20; SV Fort +4, Ref +3, Will +2; AL C; Crit 18-20 V/d24.

HALTASHAAR

Traveling as a guard for the Caravan of Mumchandar, this nomad sell-sword has dried, weathered skin and graying black hair, kept in check under a purple turban. He has seen many summers, and prefers to wander the expanse, working hard to earn his meager lifestyle. Quiet and reserved until his tongue is loosened with wine, he enjoys spinning fanciful yarns of his travels.



Haltashaar: Init +1; Atk scimitar +2 melee (1d8+1) or shortbow +3 missile fire (1d6); AC 12 (padded); HD 2d8+4; hp 12; MV 30′; Act 1d20; SV Fort +2, Ref +1, Will +0; AL L; Crit III/d8.

HAN FILO

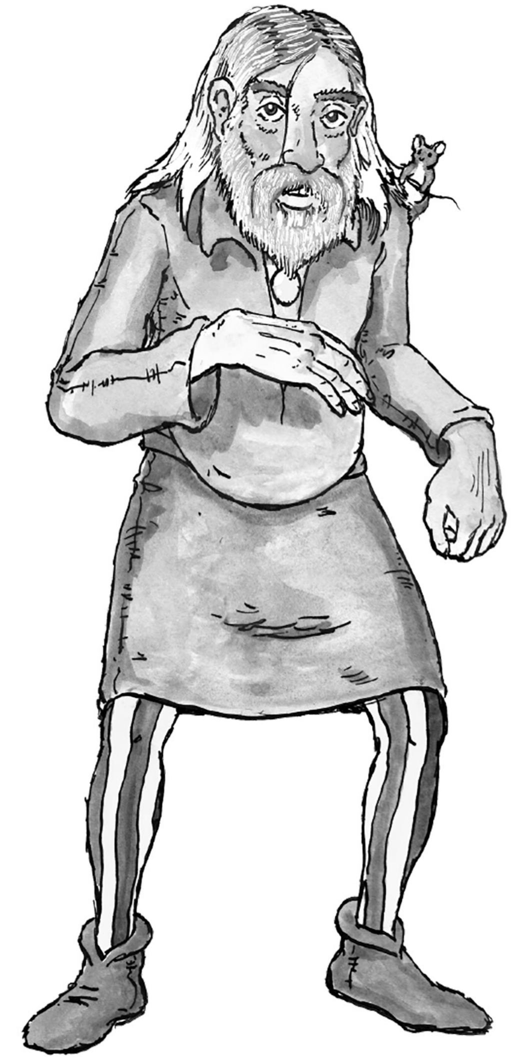
One of Merth's henchmen, Han is a dashing man with fair skin, flowing blonde hair and a roguish smile.

Han Filo: Init +2; Atk polearm +5 melee (1d12+4); AC 17 (chainmail); HD 3d12; hp 20; MV 25′; Act 1d20; SV Fort +5, Ref +4, Will +0; AL C; Crit 19-20 III/d8.

HANNON HELLRISER

Hannon Hellriser is a man with long red hair and a matching beard. His face is covered with freckles. He is one of Merth's henchman.

Hannon Hellriser: Init +2; Atk longsword +3 melee (1d8+2); AC 16 (chainmail); HD 2d12; hp 18; MV 25′; Act 1d20; SV Fort +3, Ref +2, Will +0; AL N; Crit 19-20 III/d8.



HARRINGDON, CLERIC OF MITRA

The old man is a little senile and tends to ignore visitors unless they are hurt or in need of some aid. He talks about his allies (those faithful to Mitra), the little mice that bring him breadcrumbs to subsist on, and he gladly goes on about the "good old days".

Harringdon (cleric of Mitra): Init +4; Atk fist +3 melee (1d3; subdual); AC 10/13 (vs. minions of Set); HD 5d8+5; hp 31; MV 30'; Act 1d20; SP cleric abilities ((+7 spell check): *divine aid*, *lay on hands, turn unholy*), divine strike (3/day), sworn against Set, spellcasting (+7 spell check): Spells (1st) *blessing, detect magic, food of the gods, protection from evil, resist heat or cold, word of command*; (2nd) *cure paralysis, divine symbol, lotus stare, neutralize poison or disease, restore vitality*; (3rd) *remove curse, speak with dead, spiritual weapon*; SV Fort +3, Ref +1, Will +5; AL L; Crit III/d12.

Divine strike (3/day): When Harringdon strikes a foe, he channels the might of Mitra through his hands, inflicting an additional +1d8 damage to the target. Unlike his barehand strike, this damage is not subdual. Striking a follower of Mitra with such a blow results in immediate disapproval with a result equal to the damage dealt.

Sworn against Set: Mitra favors Harringdon when battling a creature of Set, gaining a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks while facing such a foe. In addition, he gains a +3 to his armor class. Forces of Set include any clerics devoted to Set, minions of Set, animated statues in the likeness of Set, Lesser or Chosen Sons of Set, giant snakes, and all traps in the Dark Tower itself.

HASTOR, CLERIC OF SET

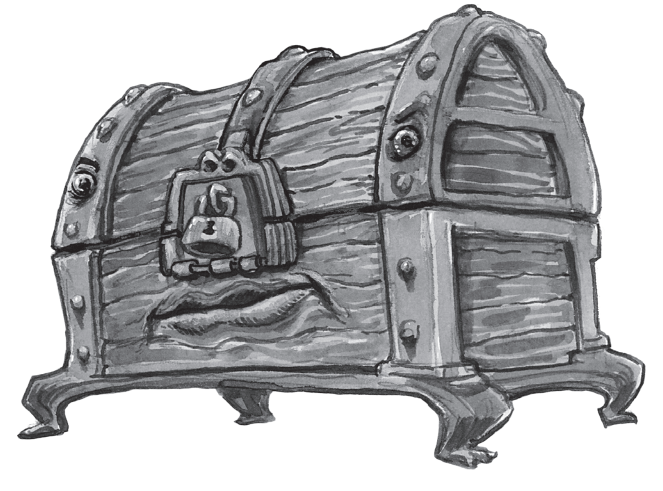
Hastor is a dry, sticklike man, appearing to be in his late 40's. He speaks with a slight lisp and has a high pitched, squeaky voice. Under his tunic and robes is a bronze holy symbol and a mace with a serpent's head. He is slightly mad and mutters to himself constantly about the great business deals he carries on in his little shop, as if all the grain trade in the world came through his doors. A quick examination of his office reveals this to be false.

Hastor (cleric of Set): Init +0; Atk mace +2 melee (1d6); AC 10; HD 3d8+3; hp 25; MV 30'; Act 1d20; Occupation: merchant; Languages: Common, Chaos, Demonic; SP cleric abilities ((+3 spell check): *cause harm*, *divine aid, lay on hands*, *turn unholy*), sworn against Mitra; spellcasting (+3 spell check): Spells (1st) *blessing, detect magic, profane flame* (see Appendix D), *serpent missile* (see Appendix D), *word of command*; (2nd) *curse, lotus stare*, *neutralize poison or disease*; SV Fort +1, Ref +1, Will +2; AL C; Crit III/d10.

Cause harm: A cleric of Set may inflict damage in a similar fashion to that of *lay on hands.*

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1 die	1 die	2 dice
14-19	1 die	2 dice	3 dice
20-21	2 dice	3 dice	4 dice
22+	3 dice	4 dice	5 dice

*Sworn against Mitra***:** A cleric of Set is sworn to defeat the minions of Mitra. When battling the forces of Mitra, the cleric gains a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks as well as a +3 AC bonus versus attacks by Mitra's minions. The forces of Mitra include any clerics devoted to Mitra, enemies prominently using a *Mitraic relic*, lions and lion-like creatures, commoners, and all traps in the White Tower of Mitra itself.



HINGEST

A wizard cursed into the form of the iron chest, although he may still speak and retains his spellcasting ability. It requires a *remove curse* (spell check result of 27+) to return Hingest to his human form. Sadly, if the chest-form of Hingest has not already been emptied prior, the wizard returns to his human form while containing all the chest's contents – dying instantly. Should Hingest survive the breaking of the curse, he will work with the party until his earliest opportunity to flee the area.

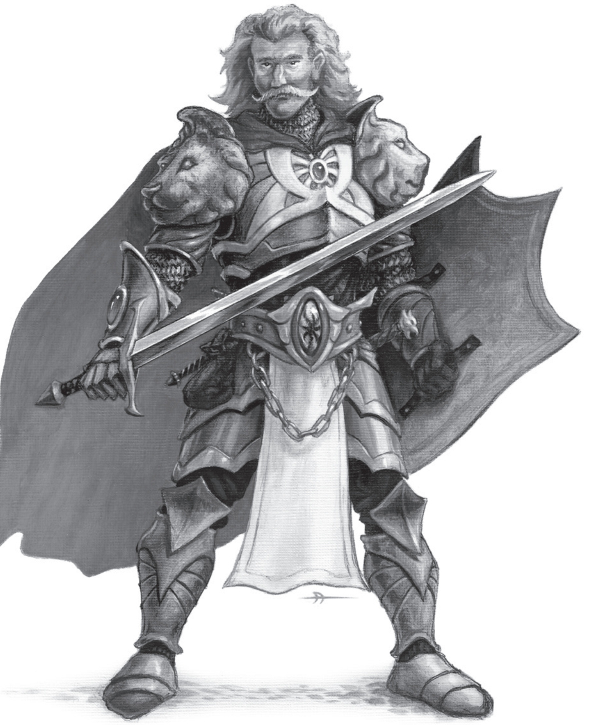
Hingest (shapechanged wizard): Init +0; Atk lid +1 melee (1d3); AC 8; HD 4d4+12; hp 28; MV 0′; Act 1d20; SP shapechanged (iron chest +12 hit points), immune to fire, spellcasting (+9 spell check): Spells (1st) *cantrip, charm person, chill touch, detect magic, enlarge, sleep, ward portal;* (2nd) *levitate, magic mouth, phantasm;* (3rd) *fireball*; SV Fort +2, Ref -1, Will +2; AL C; Crit I/d8.

HOLOMIR GOLDHEART

Holomir has a magical, mechanical gold heart that grants him immortality. Despite appearing to be in his mid-40's, he is in fact 525 years old! He has a thick mane of golden hair, and a bushy handlebar mustache. His skin is pale and pasty, although his cheeks are ruddy, and his nose appears to have been broken several times over the years. Holomir has a boisterous tone and is genuinely excited to see delvers he is unfamiliar with. He is a very tactile individual, prone to wanting a good fist bump, back slap or even a hug!

In addition to his enchanted plate armor, Holomir wields a sentient longsword named *Lawgiver* (see Appendix D) and has a magic shield. His lion-faced shield is joined with the spirit of a **Lion of Mitra** (see Appendix C), called Morton the Blessed. He was Holomir's brother but was killed 300 years previous. If Holomir's life is threatened, Morton gains a +1d bonus to all attacks.

Holomir is interested in the characters current quest ("What brings your band of hearty heroes to such a den of evil?") and outright asks if they oppose Set. If they can prove to the warrior that they oppose Set, he willingly bestows on them his sentient longsword, assuming there is a worthy hero for such a blade (either a Lawful warrior or dwarf) and lets them pass into the White Tower. This likely can't be accomplished by words alone, but through deeds (such as defeating Avvakris, or disrupting the kidnapping operation at the Overlord's Inn). If they have not performed such deeds yet, he begs them to plunder a few lairs in this dungeon infested with Set's minions and return here with proof. He would confront Set himself, save his duty lies in guarding the way to the White Tower. After the shackles of Set's oppressive rule are thrown down, he asks they return the blade to him, or another dedicated to Mitra.



Holomir Goldheart (Mitraic knight): Init +4; Atk *Lawgiver* +6 melee (1d8+6/1d8+2d4+6 vs. Chaos); AC 23 (+2 *full plate* & shield); HD 6d12; hp 58; MV 20′; Act 2d20; SP cleric abilities ((+6 spell check): *divine aid, lay on hands, turn unholy*), infravision 60′, golden heart, *detect evil* 60′ (spell check result of 12, 3/day), holy aura, lion's roar (1/day), summon Lions of Mitra (1/day), immune to disease and weapons of less than +2 enchantment or natural attacks from creatures of 3 HD or less, half damage from fire, spellcasting (+6 spell check): Spells (1st) *protection from evil, paralysis, word of command;* (2nd) *cure paralysis, curse, lotus stare;* (3rd) *bolt from the blue;* SV Fort +6, Ref +8, Will +6; AL L; Crit 18-20 V/d30.

Golden heart: Holomir has a magical mechanical golden heart that grants him immortality. He does not age, or require food, drink or sleep. The golden heart grants regeneration; every round, Holomir regains 1d6 hit points - so long as he has 1 hit point remaining. If he loses a body part, it regrows in 1d6+1 days. Finally, the heart allows Holomir to ignore up to 5 hp of fire and heat damage from any attack, grants a +4 bonus to all saving throws to resist fire (include saves to resist fire- or heat-based spells), and Holomir and objects on his person cannot catch fire.

Holy aura: As long as Holomir is conscious, all friendly creatures within 10′ of him gain a +4 bonus to any saving throws.

Lion's roar (1/day): As an action, Holomir may issue a divine roar. All enemies within 40′ of Holomir suffer 2d8 damage (no save). Chaotic targets must make a successful DC 13 Will save or flee in terror for 2d6 rounds.

Summon Lions of Mitra (1/day): As an action, Holomir summons 1d10 **Lions of Mitra** (see Appendix C). They arrive the following round at a location within 60′ of Holomir.

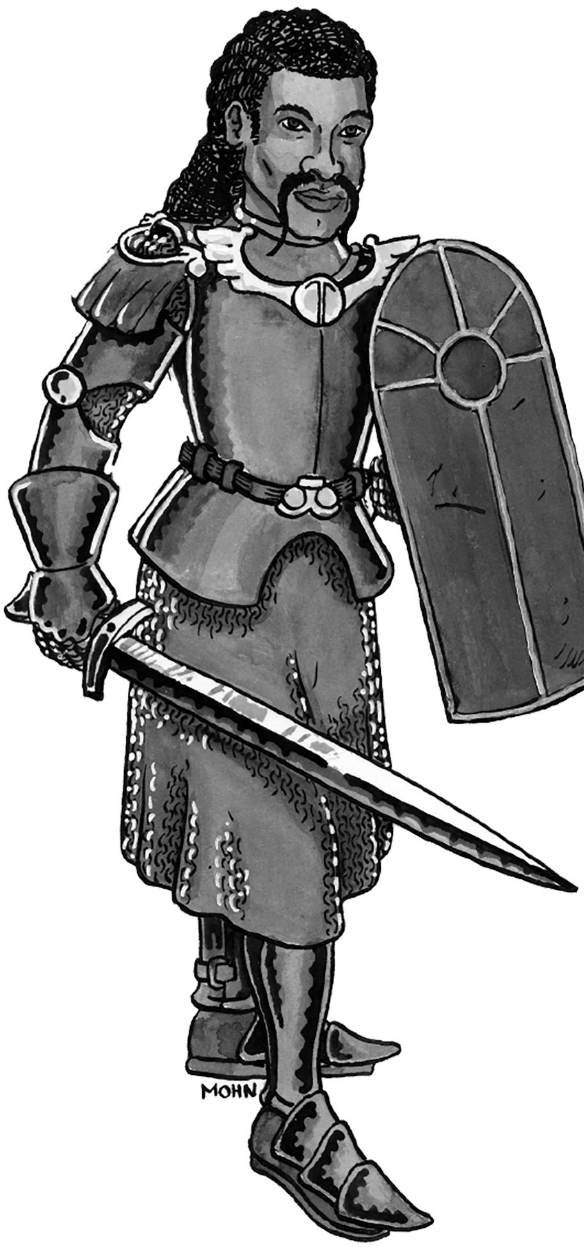
Lawgiver (+5 longsword)**:** INT 14; AL L; Banes: un-dead (Death dealer; when bane is struck, it must make a DC 15 Fort save or instantly die), creatures of Chaos (+1d4 damage); Communication: speech and telepathy; Special Purpose: slay chaotic creatures, clear the world of all obstacles to the imposition of Law; Special Powers: *comprehend languages* (1/day), shed light 20′, holy brand (+1d4 damage to chaotic creatures), magic resistance aura (while drawn spells cast against wielder and allies within 10′ suffer a -2 penalty).

Lawgiver must be willingly bestowed on a wielder. If forcefully taken, the thief is paralyzed until they choose to willingly return the blade to its rightful wielder (DC 15 Will save negates). On a successful save, the sword functions normally within 250′ (essentially the entire dungeon). If taken beyond this radius, the sword transforms into a *cursed longsword* (see Appendix D).

INCHANA

Inchana tends to the needs of the manor house guards, cooking their meals and cleaning up after them. She has long flowing blonde hair, and appears to be about 35 years old, although her true age is closer to 50. She carries a concealed dagger at all times.

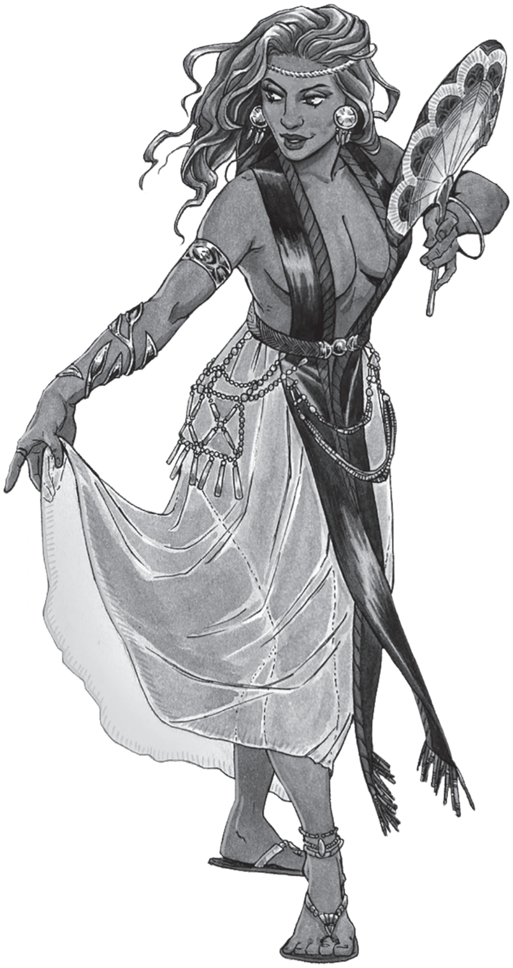
Inchana (peasant): Init -2; Atk dagger +2 melee (1d4) or +2 missile fire (1d4); AC 9; HD 1d4; hp 4; MV 30′; Act 1d20; SV Fort -1, Ref -2, Will -1; AL C, Crit III/d4.



ISHPEMO THE TERRIBLE

Ishpemo the Terrible is the chief guard of the cells on Dungeon Level 2. He is tall, handsome, and strong with long black hair, a handlebar mustache and a square chin. He is dashing and dynamic but evil to the core. He carries a huge ring of keys to the cells clipped to his belt.

Ishpemo the Terrible: Init +3; Atk longsword +7 melee (1d8+3) or dagger +7 melee (1d4+3) or +7 missile fire (1d4); AC 21 (full plate & shield); HD 4d12+12; hp 40; MV 20′; Act 2d20; SV Fort +5, Ref +5, Will +3; AL C; Crit 19-20 IV/d20.



MALICIA

Malicia is a succubus in league with Avvakris. She enjoys charming humanoids while at the Overlord's Inn, bringing them back to one of her lairs for entertainment (and stealing a few draining kisses). Unfortunate victims that survive are turned over to Avvakris for eventual sacrifice on the altar in the lower temple.

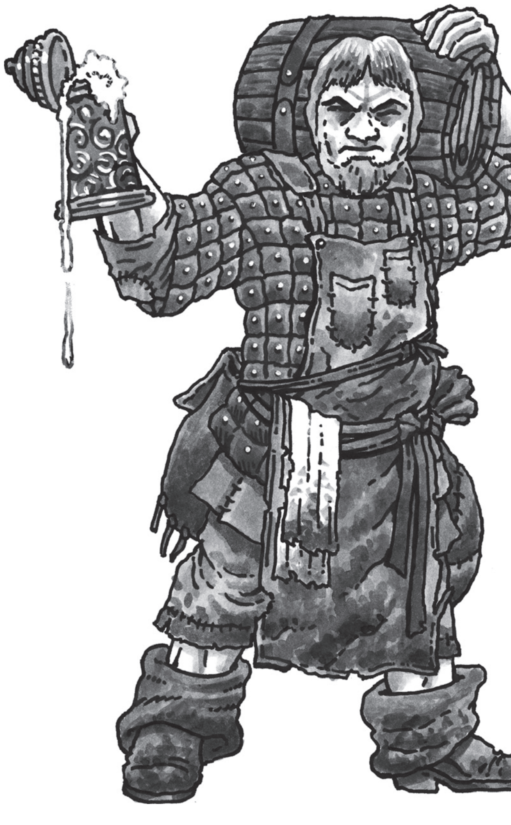
Malicia (type IV demon, succubus, independent): Init +6; Atk claw +12 melee (3d8+6) or kiss +16 melee (1d5 Stamina loss); AC 22; HD 10d12; hp 85; MV 60′, swim 60′; Act 2d20; SP demon traits, alluring, spellcasting (+8 spell check): Spells (1st) *detect good*, *magic missile*; (2nd) *invisibility*, *scare*; SV Fort +12, Ref +10, Will +12; AL C; Crit 17-20 DN/d10.

Alluring: The succubus can appear to viewers as the ultimate subject of their desires, rendering them helpless for 1d3 rounds (DC 22 Will save negates). An individual may only be affected by this ability once per day and a successful save makes the victim forever immune to attempts by the specific succubus.

Demon traits: Communication by speech or telepathy (Demonic, Common), immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, can project astrally and ethereally, infravision 120′, immune to fire, cold, electricity, and gas, half damage from acid, spellcasting (+16 spell check): Spells (1st) *darkness*.

MELKOR STONETEETH

Melkor Stoneteeth is the bartender and owner of the Inn. He is a barrel-chested male human with sandy brown hair and a square jaw. Melkor has gray petrified teeth that he claims result from being turned into stone once by a cockatrice. He says his teeth didn't revert back to their former state. He is talkative, unless an adventurer asks nosey questions about the village or its inhabitants. In this case, like the other regulars, he clams up or tries to change the subject.



Melkor worships Set and works with the bandits to provide victims for the altars of Set. Unwary travelers are routinely served drugged drinks to render them docile (or unconscious). Upstairs are six cheap rooms which have secret doors (leading from the lavish rooms). These rooms are rented to potential victims to allow the bandits and him to easily access and kidnap them.

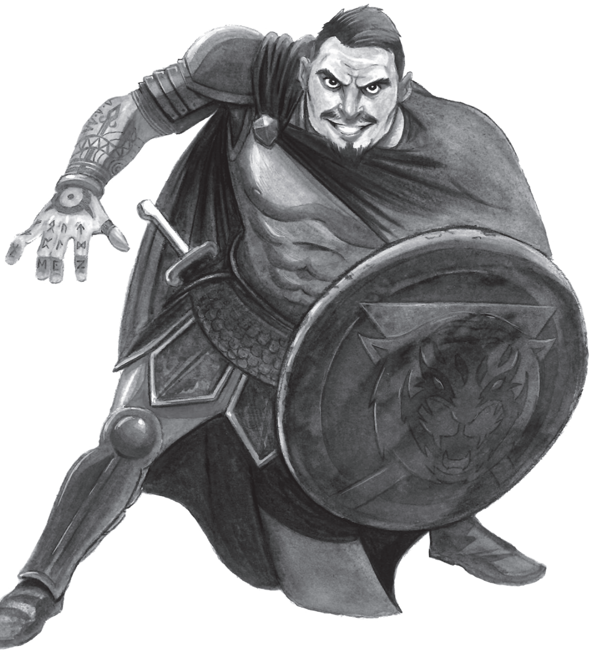
Melkor Stoneteeth: Init +2; Atk dagger +3 melee (1d4+3) or +3 missile fire (1d4), or club +3 melee (1d4+3); AC 13 (padded); HD 3d12+9; hp 30; MV 30′; Act 1d20; SV Fort +6, Ref +2, Will +1; AL L; Crit 19-20 III/d8.

MELLON

Mellon is a bodyguard to Haffrung Helleyes, The elf is thin and lanky, with auburn hair and is missing most of his left ear.

Mellon: Init +3; Atk short sword +3 melee (1d8+1); AC 20 (mithril chainmail & shield); HD 4d8; hp 18; MV 30'; Act 2d20; Languages: Common, Elf, Gnome; SP pick pocket +4 (*gloves of Elfland's grace*), infravision 60', immune to magical *sleep* and paralysis, spellcasting (+5 spell check): Spells (1st) *animal summoning, enlarge, invoke patron* (King of Elfland), *magic missile, magic shield, patron bond;* (2nd) *phantasm, ray of enfeeblement;* SV Fort +2, Ref +6, Will +2; AL N; Crit II/d10.

***Gloves of Elfland's grace*:** The wearer of these thin, delicate black leather gloves becomes trained in Pick Pocket and has their Agility increased to 20 (+4 bonus).



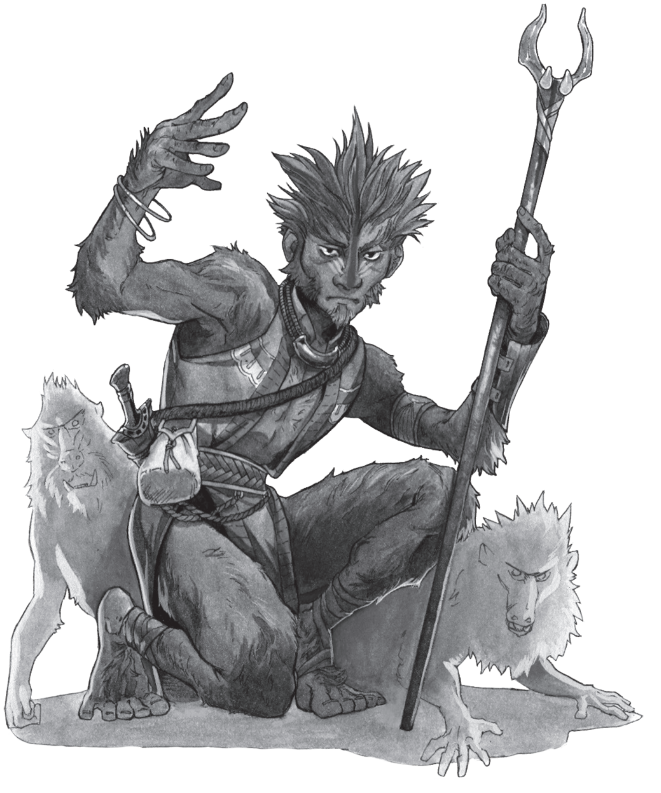
MERTH, THE SHERIFF

Merth is in service to Set. He is tall with dark skin and malignant disposition. He has short black hair, a trimmed matching beard, and several tattoos cover his forearms. He has a commanding booming voice and a sinister smile. Whenever moving about Mitra's Fist, he wears his ceremonial plate armor (effectively, his uniform) and carries a shield and longsword.

Merth, the Sheriff (warrior): Init +2; Atk longsword +2+deed die melee (1d8+2+deed die); AC 21 (full plate & shield); HD 5d12+5; hp 60; MV 20'; Act 1d20+1d14; SP Mighty Deed of Arms, deed die (+d7), *phlogistonic mirror* (see Appendix D), *ring of speed* (see Appendix D); SV Fort +3, Ref +4, Will +1; AL L; Crit 18-20 V/d24.

***Phlogistonic mirror*:** This small, enchanted, obsidian mirror must be openly worn to be effective against spells directed at the wearer. Incoming spells are automatically negated, to the maximum of 10 spell levels/day. Spells overcoming that amount succeed as normal. When depleted, the amulet turns milky white until the next sunrise.

***Ring of speed*:** This is a platinum band of simple design. Once per day, the ring may increase the speed of its wearer. This double's the wearer's movement and actions and grants a +2 bonus to AC and Reflex saves. This burst of speed lasts for a number of rounds no greater than the PC's Stamina and the wearer may end the effect at any time. Upon deceleration, for each round of increased speed, the wearer loses 1 point of temporary Stamina, with a reduction to 0 being instantly fatal as the wearer falls to dust.



MERVYN

Haffrung Helleyes' apprentice Mervyn is a male human wizard with slumping shoulders, long arms and delicate fingers. He has an overabundance of body hair.

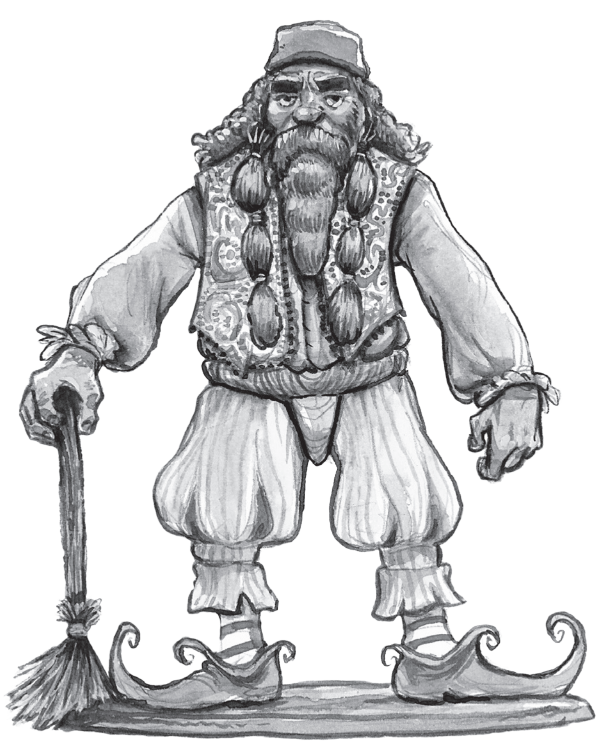
Mervyn: Init +3; Atk staff +1 melee (1d4+1); AC 14; HD 3d4+3; hp 15; MV 30'; Act 1d20; SP sneak silently +10 (*footpad's boots*), spellcasting (+6 spell check): Spells (1st) *cantrip, choking cloud, flaming hands, chill touch, enlarge, magic missile;* (2nd) *conjure beasts* (see Appendix D)*, spider web*; SV Fort +1, Ref +3, Will +3; AL L; Crit I/d8.

***Footpad's boots*:** The wearer of these sole-worn boots is granted a +2 AC bonus and makes all Sneak Silently checks as if trained, with a +10 bonus.

MIDOD THE FILTHY

Midod the Filthy is grimy, smells of body odor and ale and lacks most of his teeth. His face is covered with acne and his nose never healed straight from a break a few years ago. He has dirty brown hair and scraggly facial hair. Midod works for Ishpemo, guarding prisoners held on Dungeon Level 2.

Midod the Filthy: Init +3; Atk polearm +3 melee (1d10+2); AC 19 (full plate & shield); HD 3d8+3; hp 16; MV 20'; Act 2d20; SV Fort +3, Ref +2, Will +0; AL C; Crit III/d8.



MIGHTY SAM

Mighty Sam stands 11' tall, has pale blue skin, a broad chest, muscled arms, and an impressive white beard. Yet his attire is comical, as it wears yellow knickers, an ornate green vest and fancy purple shirt combo and a red pillbox hat. He carries a broom.

Mighty Sam was once a frost giant. As he lay dying, he begged the god Set to save him. Set transferred the giant's spirit to a stone statue of humiliating appearance, with the promise that the statue would become a flesh and blood titan once again, if he delivered *Mitra's Belt* to the evil god. Sam now collects the belts from all travelers he encounters.

Mighty Sam (11' tall, 2,000 lbs.): Init -2; Atk broom +9 melee (2d6+8) or slam +9 melee (3d8+8); AC 18; HD 8d10; hp 55; MV 50'; Act 2d24; SP immune to cold and fire, half damage from non-magical weapons, unkillable (reforms in 1d6 hours); SV Fort +14, Ref +7, Will +11; AL C; Crit 20-24 G/d4.

MORAM, INFIDEL BANE

The leader of the caravan is Moram, Infidel Bane, nomad elder and a champion of Ishtar. Moram is a rugged but dashing middle-aged human with wild black hair and a carefully trimmed goatee. He speaks with a booming voice, sprinkled with boisterous colorful metaphors, but only to other nomads. Verbal communication with others is minimal as he deems it "unclean".

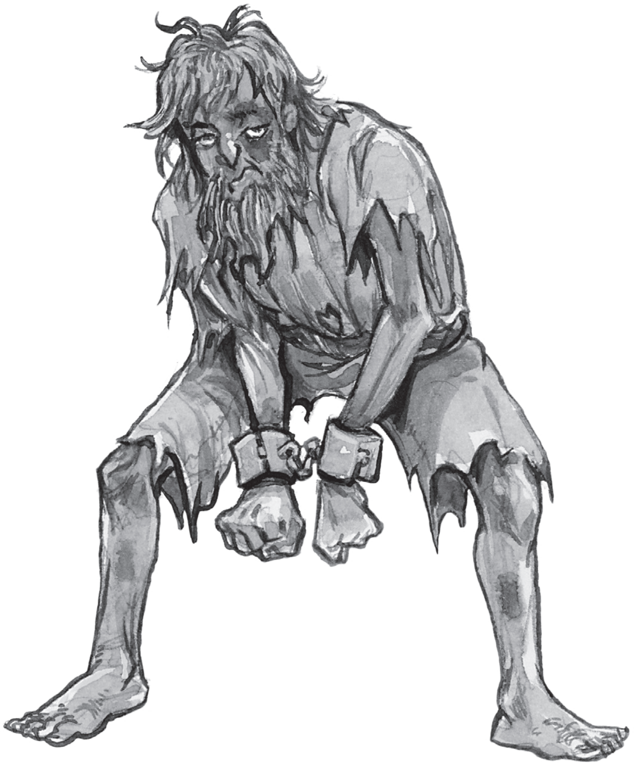
Moram, Infidel Bane (nomad elder, champion of Ishtar): Init +0; Atk fist +2 melee (1d3, subdual) or *Ishtar's Talon* +4 melee (1d8+3) or lance +2 melee (1d12+1; x2 damage on mounted charge) or by weapon; AC 20 (full plate & shield); HD 4d8+6; hp 22; MV 20'; Act 2d20 or 1d24 (lance); SP cleric abilities ((+0 spell check): *divine aid, turn unholy, lay on hands*), pious aura, immune to disease, spellcasting (+0 spell check): Spells (1st) *blessing, detect evil, holy sanctuary, protection from evil, word of command;* (2nd) *divine symbol, restore vitality*; SV Fort +6, Ref +5, Will +7; AL L; Crit III/d10.

Pious aura: Moram is so pious and faithful that he radiates a holy aura. Allies within 10' receive +2 to all saving throws.

***Ishtar's Talon* (+2 scimitar):** INT 6; Bane: creatures of Chaos (Hardiness; when taking damage from the bane, wielder can make a Fort save of DC 20; success means the attack inflicts only half damage); Communication: empathy; Special Purpose: punish evildoers, protect the weak; SP shed light 40' (at will).

MORDRED

Mordred was once a priest of Ildavir but was somehow duped and captured by Malicia. He has been tortured and bedeviled to the point where he has lost his faith. If released to the wild, his connection with Ildavir will recover and be restored – for which he would be quite grateful. Mordred is accompanied by two friendly animals, Bulitude, a black bear, and a wolf, Wisefoot.



Mordred (fallen priest): Init +2; Atk fist +4 melee (1d3+2, subdual) or by weapon; AC 10; HD 3d6; hp 14; MV 30'; Act 1d20; SP beast form (2/day), speak with animals (at will), spellcasting (+3 spell check): Spells (1st) *animal summoning, detect magic, resist cold or heat*; (2nd) *cure paralysis*, *wood wyrding*; SV Fort +2, Ref +2, Will +2; AL N; Crit III/d10.

Beast form (2/day): Mordred can assume the form of an animal with 2 HD or less for 2 hours at a time.

Bultitude (black bear): Init +1; Atk slam +3 melee (1d6+3 plus bear hug) or claw +3 melee (1d8+3) or bite +3 melee (1d8); AC 14; HD 2d8+3; hp 15; MV 30', climb 30'; Act 1d20; SP bear hug, infravision 60'; SV Fort +3, Ref +3, Will +1; AL N; Crit M/d8.

Bear hug: A black bear grasps its enemy in a mighty bear hug to hold its prey firmly in place while it ravages it with its fangs. If the black bear lands a slam successfully, its opponent must succeed in an opposed Strength check against the bear's Strength (modify the black bear's roll by their damage bonus). Failure means they have been trapped in a bear hug. Each round thereafter, the black bear automatically inflicts another 1d6+6 damage with its massive fangs. The victim can attempt to escape each round with another opposed Strength check on his action.

Wisefoot (wolf): Init +3; Atk bite +2 melee (1d4); AC 12; HD 1d6; hp 5; MV 40'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL L; Crit M/d6.

MURKAGANTH

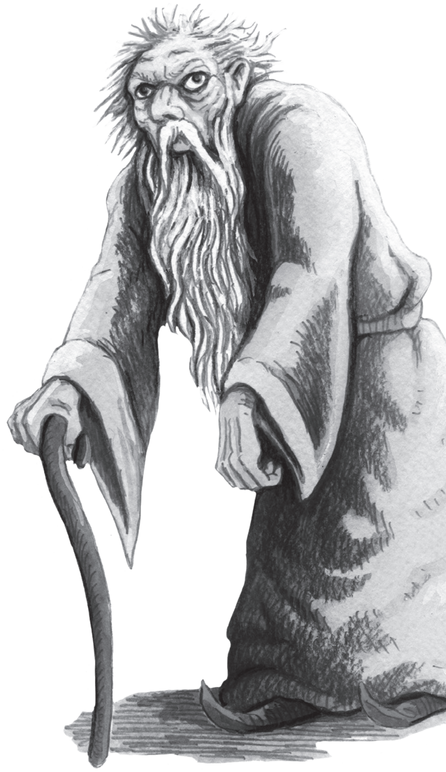
Murkaganth (or "Murkey") is a dragon who often took the form of a harmless looking puppy. Murkey was allied with the clerics of Mitra in the opposition against Set. Haffrung Helleyes recognized that one of the clerics' pets was the dragon in dog form. Murkey was captured soon after the takeover of the village, hundreds of years ago. Haffrung cast *sleep* from a scroll on the dragon while in dog form and he has been sleeping ever since (over 300 years). The spell must be broken before the dragon can be awakened from its slumber. The slumber can be ended by casting *dispel magic* (spell check result of 24+) or by submerging the puppy in salt water for 1 minute.

If his enchantment is broken, he is quick to ally with the characters to seek out the gate to Set's tower and inflict as much revenge as he possibly can. Although a powerful, staunch ally, his passion and over-the-top dedication to his task could be a detriment at times. The judge should use his personality and unswerving loyalty to offset his powerful abilities.

Murkaganth "Murkey" (small, ancient dragon): Init +5; Atk claw (x2) +7 melee (1d8) and bite +7 melee (1d12) and tail slap +7 melee (1d20) and wing buffet +7 melee (2d12) or breath weapon (special); AC 23; HD 5d12; hp 40; MV

40′; Act 5d20+1d20 (spells); Languages: Common, Angelic, Dragon, Eagle, Wolf; SP armored hide (+4 AC), breath weapon (fire, 2/day), change shape (puppy), change shape (osprey), petrifying gaze (permanently turned to stone, DC 15 Will save negates), spellcasting (+4 spell check): Spells (1st) *enlarge, spider web;* (2nd) *invisibility;* (3rd) *fireball*; SV Fort +5, Ref +5, Will +5; AL L; Crit DR/d14.

Breath weapon (fire, 2/day): As an action, Murkaganth breathes fire in a line 10′ wide x 50′ long, inflicting damage equal to Murkaganth's hit points (DC 13 Reflex save for half damage).



OLD CORNELIUS (CLERIC OF MITRA)

Cornelius is 67 years old. He is frail, hunched over, with stringy white hair and a long beard. His nose is prominent, and he has a twitch in his left eye. He is very lonely and a little senile. His superiors in the church assigned him to this post 20 years previous as a sort of punishment. He is all but forgotten by any of them who are still alive. He suspects that something funny is going on in the village, but his failing wits and the fact that the villagers keep him properly befuddled by attending services regularly in the shrine, tends to distract him from pursuing the matter. As long as he is left alone to tend his vegetable and herb garden and polish the wood and marble in the shrine, he takes very little interest in the affairs of the village. The villagers, in turn, keep Cornelius around as a sort of joke, to mock the ineffectuality of Mitra. However, they do keep a watch on the old man by sending an occasional villager to the shrine to act as a temporary acolyte.

Cornelius, befuddled as he is, does have the following information, which can be gleaned if the characters befriend him and interact with him for a bit:

- There have been mysterious disappearances of visitors in the village.
- He is vaguely aware that no one has aged in the 20 years he has lived here and there have been no reported births or deaths.
- There is a secret entrance into the tunnels below the village, under the front two pews of the shrine (area V-2). Only he knows of this entrance.

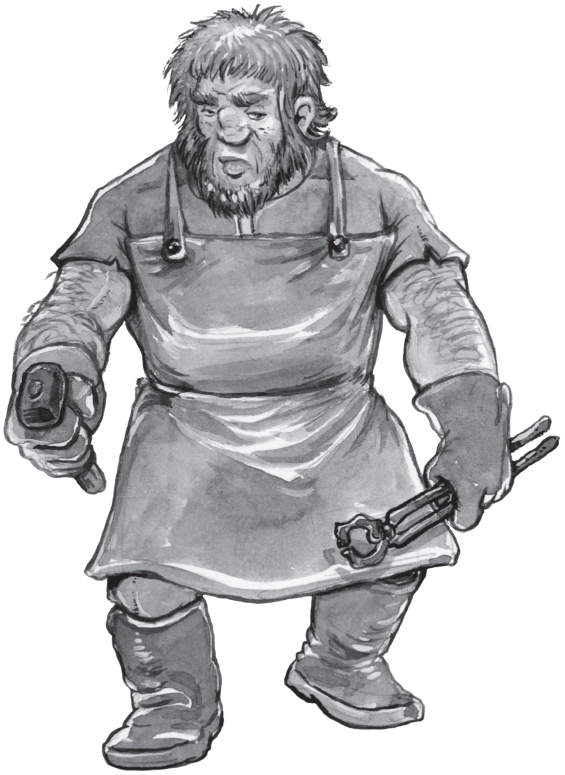
The old man possesses a relic, *Mitra's Favor* (see Appendix D). If he learns that a group of adventurers is going down into the dungeons, he gives the magic ring to either a Lawful warrior, a Lawful cleric, or a Lawful-aligned character of any sort, in that order of preference. That is, assuming the characters can convince him of their good intentions.

Old Cornelius: Init +0; Atk fist +2 melee (1d3-1, subdual); AC 10; HD 3d8; hp 12; MV 30′; Act 1d20; SP cleric abilities ((+3 spell check): *divine aid, lay on hands, turn unholy*), detect Chaos 30′ (2/day), *Mitra's Favor*, sworn against Set, spellcasting (+3 spell check): Spells (1st) *blessing, detect magic, food of the gods, protection from evil, word of command;* (2nd) *cure paralysis, divine symbol, restore vitality*; SV Fort +1, Ref +1, Will +2; AL L; Crit III/d10.

Sworn against Set: Mitra favors Old Cornelius when battling a creature of Set, gaining a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks while facing such a foe. In addition, he gains a +3 to his armor class. Forces of Set include any clerics devoted to Set, minions of Set, animated statues in the likeness of Set, Lesser or Chosen Sons of Set, giant snakes, and all traps in the Dark Tower itself.

***Mitra's Favor (holy relic)*:** Special Purpose: to champion the faith of Mitra; Special Powers: guardian spirit, *protection from evil* (as per spell check result of 14; +1 bonus to saving throws made against evil effects, evil creatures, un-dead, demons, and anything unholy to Mitra. All attacks against the wearer made by creatures evil or unholy to Mitra suffer a -1 penalty).

Guardian spirit: Joined with this ring is the spirit of a **Lion of Mitra** (see Appendix B) named George, Prince of the High Peaks and Champion of the Faith. He tends to be jovial and is often given to singing benign tavern ditties. He was a champion of Law and died heroically two centuries previously at the hands of the nomads, whom he still has a disliking for, and shares that with all who listen to his passionate rants and sermons.



OLLEM HAIRY-ARMS

The blacksmith, Ollem, is a large, hairy man with flaming red hair. He lacks a beard, but sports bushy mutton chops and appears to be about 30 years old. He has a gruff personality, and always seems to be in a foul mood. If it's not the weather, it's his lazy workers, or perhaps the fire is just not hot enough. His secret is safe with most around these parts, as only Avvakris and Merth know he is a werebear.

Ollem Hairy-Arms (human form): Init +2; Atk two-handed sword +9 melee (1d10+3); AC 12; HD 6d10+12; hp 45; MV 30'; Act 2d20; SP backstab (+8), werecreature traits; SV Fort +2, Ref +2, Will +1; AL C; Crit 19-20 V/d30.

Trigger (fear): Werebears are triggered by fear in their human form. The transformation negates any fear effects, as their animal and hybrid forms are immune to fear.

Ollem Hairy-Arms (hybrid form): Init +2; Atk slam +9 melee (1d6+3 plus bear hug) or bite +9 melee (1d10+1 plus lycanthropy (see Appendix D) (DC 12 Fort save negates)) or claw +9 melee (2d4+3) or two-handed sword +9 melee (1d10+3); AC 11; HD 6d10+12; hp 45; MV 30', climb 30'; Act 3d20; SP werecreature traits, infravision 60', immune to fear, rend; SV Fort +2, Ref +2, Will +1; AL C; Crit 19-20 V/d30.

Rend: When a werebear in hybrid form scores two successful claw attacks in a single round, it immediately rends the target, critically hitting and doing an additional 1d12 damage atop the critical result.

Ollem Hairy-Arms (brown bear form): Init +2; slam +9 melee (1d6+3 plus bear hug), bite +9 melee (1d10+1 plus lycanthropy (see Appendix D), (DC 12 Fort save negates)) or claw +9 melee (2d4+3); AC 11; HD 6d10+12; hp 45; MV 30', climb 30'; Act 3d20; SP werecreature traits, immune to fear, infravision 60', bear hug; SV Fort +2, Ref +2, Will +1; AL C; Crit 19-20 M/d12.

Bear hug: While in their bear form, the werebear grasps its enemy in a mighty bear hug to hold its prey firmly in place while it ravages it with its fangs. If the werebear lands a slam successfully, its opponent must succeed in an opposed Strength check against the bear's Strength (modify the werebear's roll by their damage bonus). Failure means they have been trapped in a bear hug. Each round thereafter, the werebear automatically inflicts another 1d6+6 damage with its massive fangs. The victim can attempt to escape each round with another opposed Strength check on his action.

Regeneration: While in their animal form, werecreatures heal 1 HD/round. In their hybrid form, they heal 2 HD/round.

Resistance to non-magical weapons: Werecreatures suffer half damage from non-magical weapons.

Shapeshift: Werecreatures may shift into any of their three forms at will. It takes a full round to complete the transformation.

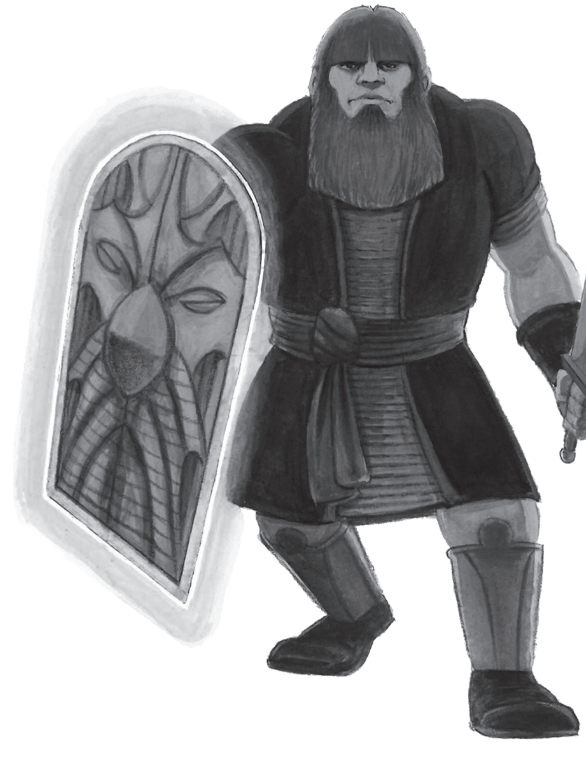
Vulnerable: Werecreatures suffer double damage from silver weapons. They are unable to regenerate such damage, requiring it to heal naturally.

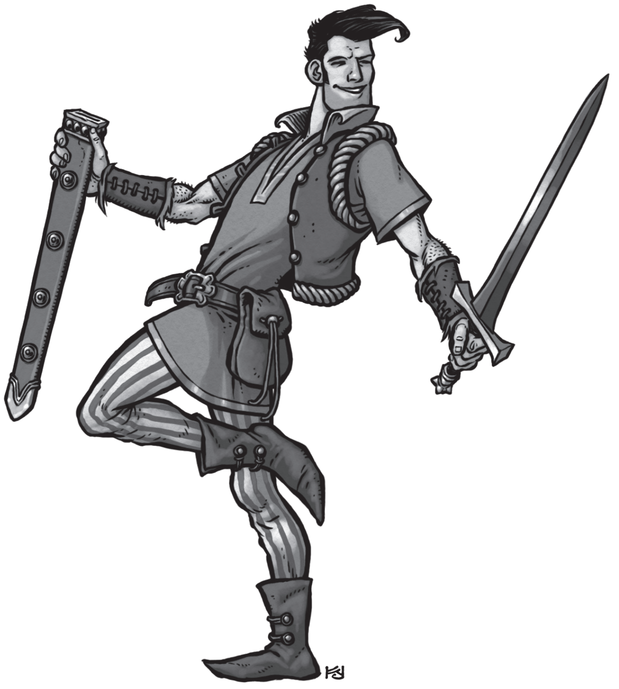
Werecreature traits: Shapeshift, regeneration, resistance to non-magical weapons, trigger, vulnerable to silver.

ONOCH THE BELLY

Onoch the Belly is overweight with a saggy belly, but he is still very strong. He is balding on the top of his head but has unkempt brown hair on the sides. He sports a flat nose, freckles and a sloping forehead. Onoch works for Ishpemo, guarding prisoners held on Dungeon Level 2.

Onoch the Belly: Init +3; Atk two-handed sword +5 melee (1d10+4) or dagger +5 melee (1d4+4) or +5 missile fire (1d4); AC 15 (studded leather); HD 3d8; hp 16; MV 30'; Act 2d20; SV Fort +2, Ref +4, Will +1; AL C; Crit 19-20 III/d8.





OPH

Oph is a towering human with wild red hair, and a beard the envy of every dwarf. Serving as a bodyguard for Haffrung Helleyes, Oph leaps into combat at the slightest provocation, his dire wolf Fang by his side.

Oph (warrior): Init +7; Atk longsword +6 melee (1d8+6); AC 19 (chainmail & +3 *shield*); HD 5d12+5; hp 52; MV 25'; Act 2d20; SP animal companion (Fang); SV Fort +4, Ref +4, Will +3; AL L; Crit 19-20 IV/d20.

Fang (wolf, dire): Init +5; Atk bite +6 melee (1d6+2); AC 14; HD 2d6; hp 9; MV 40'; Act 1d20; SV Fort +4, Ref +4, Will +3; AL L; Crit M/d8.

ORSON

Orson is one of the bodies prepared for possession by Haffrung Helleyes. He is dark but dashing, with medium-length black hair and a scar on his chin. He stands just over 6' tall and is thickly built. Haffrung's ill-use of him has reduced him to silly, childlike behavior and speaking in a sing-song voice.

Orson (human male): Init +0; Atk longsword +3 melee (1d8); AC 13 (leather); HD 3d12; hp 25; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will -1; AL C; Crit I/d10.

PNESSUTT, LICH (TRUE HIGH PRIEST OF SET)

Pnessutt is the master of the Dark Tower, a former high priest of Set, and staunch ally to the evil god. His un-death was a gift from Set. He is fond of bantering with interlopers, cruelly pointing out their failures and missteps.

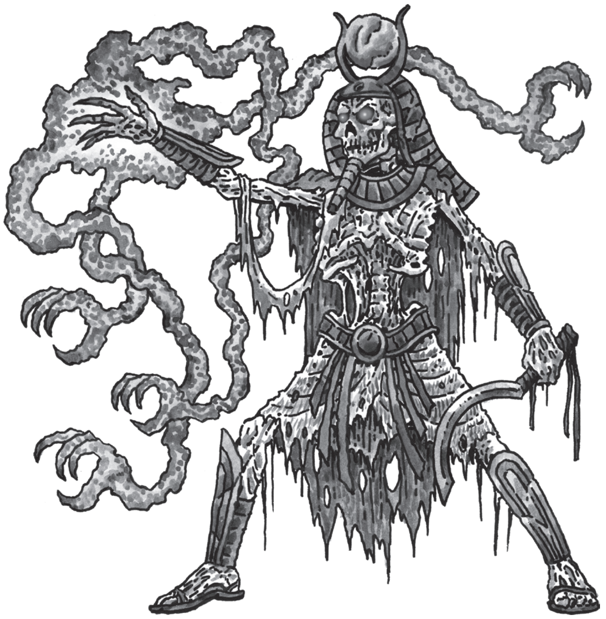
Pnessutt (lich): Init +3; Atk paralyzing touch +8 melee (3d6 plus paralysis 1d10 rounds (DC 16 Fort save negates)); AC 20; HD 20d24; hp 225; MV 30'; Act 2d20+1d16 (spells); Languages: Common, Demonic, Dragon, Chaos; SP un-dead traits, lich traits, *cause harm*, sworn against Mitra, summon Lesser Son of Set (1/day), spellcasting (+13 spell check): Spells (1st) *cantrip, darkness, detect evil, detect magic, paralysis, profane flame , protection from evil, runic alphabet, mortal, silence;* (2nd) *binding, curse, lotus stare, mirror image, monster summoning, ray of enfeeblement, restore vitality;* (3rd) *animate dead, breathe life, demon summoning, dispel magic, haste, planar* *step, runic alphabet, fey;* (4th) *affliction of the gods, cause earthquake, sanctify/desecrate, vermin blight;* (5th) *righteous fire, whirling doom*; SV Fort +6, Ref +7, Will +8; AL C; Crit U/d16.

Cause harm: A cleric of Set may inflict damage in similar fashion to that of *lay on hands.*

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1 die	1 die	2 dice
14-19	1 die	2 dice	3 dice
20-21	2 dice	3 dice	4 dice
22+	3 dice	4 dice	5 dice

Death aura: As a full round action the lich can focus on its aura, extending it outwards. Each non-un-dead creature within 20′ of the lich must make a DC 15 Fort save, taking 6d6 damage on a failed save, or half as much damage on a successful one.

Dread gaze: The lich fixes its gaze on one creature it can see within 10′. The target must succeed on a DC 16 Will save or be drained of one temporary Luck. A successful save prevents further theft of Luck. Points are recovered at the rate of 1 per turn.



Lich traits: Un-dead, death aura, dread gaze, immune to fear and non-magical and natural attacks inflicted by creatures of 7 HD or lower, rejuvenation, true sight.

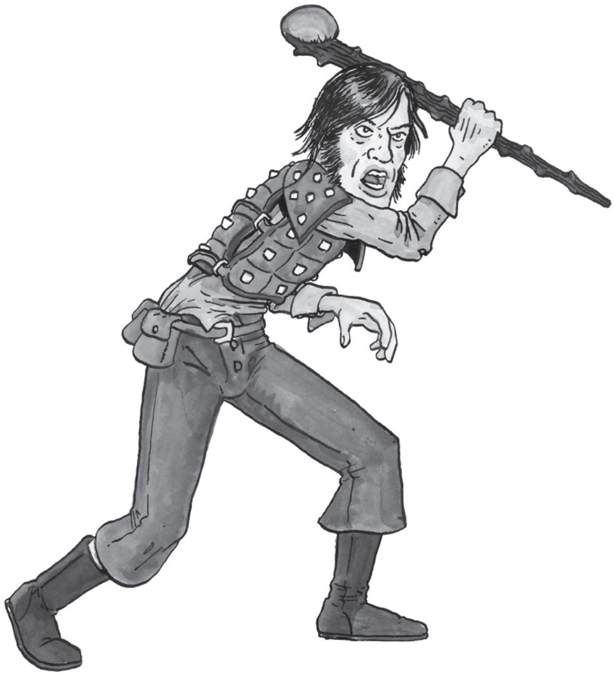
Rejuvenation: If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5′ of the phylactery.

Spellcasting: Pnessutt may cast a number of spells that appear on the wizard spell table. Treat these as clerical spells. Liches do not suffer disapproval, although a spell check result of a 1 is a loss/failure.

Sworn against Mitra: A cleric of Set is sworn to defeat the minions of Mitra. When battling the forces of Mitra, the cleric gains a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks as well as a +3 AC bonus versus attacks by Mitra's minions. The forces of Mitra include any clerics devoted to Mitra, enemies prominently using a *Mitraic relic*, lions and lion-like creatures, commoners, and all traps in the White Tower of Mitra itself.

True sight: The lich's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. It can see invisible creatures and is never fooled by illusions.

Un-dead traits: Liches are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.



RUFO THE UGLY

Rufo is one of the three persons in the village not affected by the power of Set (with Beldar and Old Cornelius being the other two). He is Melkor's servant and usually ends up doing all the dirty jobs in the village. For that reason, he knows most of the secret entrances to the dungeon (see below).

Rufo is an unkempt scrawny male human with greasy brown hair and a tinge of body odor. He wears soiled padded armor and feigns a limp in his left leg (or sometimes his right leg). He carries a cane for support, but it's really a cudgel-like weapon in his hands. He is completely illiterate.

Rufo knows the following secret ways into the dungeon:

- There is a secret trap door in the Manor House (area V-5D) that leads to area 1-18.
- He is aware of the trap in Avvakris's stairway (area V-5E) and how to avoid it. He is aware that the pit can be used to access the dungeons (area 1-42).
- In the easternmost stall of the stable (area V-7A), behind the trade monopoly, is a trapdoor that leads to area 1-13 of the dungeon.
- He is aware that there is a secret passage from the constabulary (area V-10) to the tower (area V-11) that also leads to Dungeon Level 1.
- He is aware that Sinstar the wererat uses the well (area V-17) to enter and leave the dungeons, but doesn't exactly understand how.

The more powerful villagers do not consider him as a threat and appreciate not having to take care of the unpleasant tasks he does. While he is not bright, Rufo is in no way stupid. He has been down in the tunnels to the deepest level because of his cunning and survival instincts.

If the characters interact with Rufo, he tries to be a help in any way he can. For a small bribe (10 gp or so) he can share his knowledge about the dungeon entrances, but he must be coerced to accompany the characters into the dungeons with a successful DC 13 Personality check. Unless, of course, they are offering him a substantial sum up front (at least 100 gp).

Rufo the Ugly (thief): Init +1; Atk cane +4 melee (1d4+2, 1d10+2 when backstabbing); AC 12 (padded); HD 4d6+8; hp 26; MV 30'; Act 1d20; SP illiterate, thief skills (backstab +8, sneak silently +9, hide in shadows +8, pick pocket +4, climb sheer surfaces +8, pick lock +8, find trap +6, disable trap +4, forge document +3, disguise self +6, read languages +1, handle poison +8, cast spell from scroll d12-1); SV Fort +4, Ref +3, Will +0; AL C; Crit II/d16.

SCARVONII THE DARK

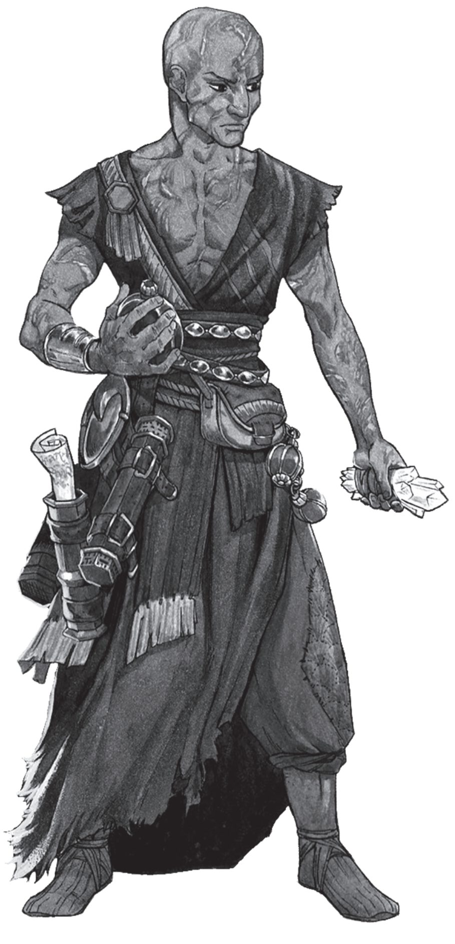
Scarvonii the Dark is one of Merth's henchmen. He is always dressed in all black, and his armor and weapon are dull black as well. His face is tattooed with dark war paint designs.

Scarvonii the Dark: Init +2; Atk longsword +4 melee (1d8+2); AC 15 (chainmail); HD 3d12; hp 15; MV 25'; Act 1d20; SV Fort +4, Ref +2, Will +1; AL C; Crit 19-20 III/d8.

SETH THE HUGE

Bodyguard to Avvakris the Merchant Baron, Seth the Huge is large and cruel looking, with wild black hair. He wears a black tunic over his chainmail and carries a black shield. Delineated on both tunic and shield is the symbol of a coiled and hooded green serpent (**See Player Handout 1**). Seth will fight to the death to protect his master.

Seth the Huge: Init +2; Atk longsword +5 melee (1d8+2); AC 16 (chainmail & shield); HD 3d12; hp 34; MV 25'; Act 1d20; SV Fort +1, Ref +4, Will -1; AL C; Crit IV/d16.



SHADROCK THE ENCHANTER

Shadrock is a profoundly evil wizard. Although young, Shadrock is completely bald (the result of a magical experiment gone wrong) with aquiline features. Consumed with his eldritch studies, he spends nearly all his time in his lab, terrified of the horrors of the dungeon. He is tended to by an *invisible companion*, "Greeves", his one true friend.

Shadrock the Enchanter: Init +1; Atk quarterstaff +2 melee (1d4) or dagger +4 melee (1d4) or +4 missile fire (1d4); AC 12; HD 5d4+4; hp 20; MV 30'; Act 1d20+1d14; Languages:

Common, Dragon; SP spellcasting (+7 spell check): Spells (1st) *cantrip, chill touch, detect magic, force manipulation;* (2nd) *invisible companion, levitate, monster summoning, spider web;* (3rd) *haste, slow*; SV Fort +1, Ref +2, Will +3; AL C; Crit I/d10.

SHAMLING

A former wine merchant that once plied his trade in the Village of Mitra's Fist (see area V-8). But he ran afoul of Avvakris and was slain by his associates. Only the death of Avvakris will grant him peace.

Shamling (ghost): Init +2; Atk draining touch +6 melee (1d4 physical attributes—player's choice); AC 10; HD 2d12; hp 15; MV fly 40'; Act 1d20; SP un-dead traits, turn invisible (at will), rattling chains, incorporeal, immune to non-magical weapons; SV Fort +2, Ref +4, Will +6; AL C; Crit U/d8.

Un-dead traits: Ghosts are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

SINSTAR THE SLY, WERERAT THIEF

Sinstar is a thin, wiry man of sour disposition. He has a hand-shaped scar on his chest that is visible even while in rat form. Due to many years of practice, Sinstar can perform his Pick Pocket and Hide in Shadows skill checks even while in rat form.

Sinstar the Sly (human form, wererat thief): Init +2; Atk short sword +3 melee (1d6+1) or dagger +3 melee (1d4+1/1d10+1) or +3 missile fire (1d4) or sling +3 missile fire (1d4); AC 14; HD 4d6+8; hp 32; MV 30', climb 20'; Act 1d20; SP thief skills (backstab +8, sneak silently +8, hide in shadows +7, pick pocket +3, climb sheer surfaces +7, pick lock +7, find trap +7, disable trap +3, forge document +2, disguise self +8, read languages +2, handle poison +8, cast spell from scroll d12), werecreature traits; SV Fort +4, Ref +2, Will +1; AL C; Crit II/d16.

Trigger (starvation): A wererat in human form who has gone without eating for more than 2 days transforms into their animal form and will gorge until full. Only when sated may the wererat change back.

Sinstar the Sly (hybrid form, wererat thief): Init +2; Atk bite +3 melee (1d6+1 plus lycanthropy (see Appendix D) (DC 10 Fort negates)) or short sword +3 melee (1d6+1) or dagger +3 melee (1d4+1/ 1d10+1) or +3 missile fire (1d4) or sling +3 missile fire (1d4); AC 14; 4d6+8; hp 32; MV 30', climb 20'; Act 2d20; SP thief skills (backstab +8, sneak silently +8, hide in shadows +7, pick pocket +3, climb sheer surfaces +7, pick lock +7, find trap +7, disable trap +3, forge document +2, disguise self +8, read languages +2, handle poison +8, cast spell from scroll d12), werecreature traits, omnivoracious, infravision 60'; SV Fort +4, Ref +2, Will +1; AL C; Crit II/d16.

Omnivoracious: In its hybrid form, the wererat is capable of chewing through nearly anything. Its teeth scissor through wooden tabletops with ease and can grind down even stone. The wererat gnaws through wood at a rate of 1 cubic foot every 4 rounds and through stone at a rate of 1 cubic foot per turn.

Sinstar the Sly (giant rat form, wererat thief): Init +2; Atk bite +3 melee (1d4+1 plus lycanthropy (see Appendix D) (DC 10 Fort negates)); AC 14; 4d6+8; hp 32; MV 30', climb 20'; Act 1d20; SP werecreature traits, infravision 60', thief skills (hide in shadows +7, pick pocket +3); SV Fort +4, Ref +2, Will +1; AL C; Crit M/d10.

Regeneration: While in their animal form, werecreatures heal 1 HD/round. In their hybrid form, they heal 2 HD/round.

Resistance to non-magical weapons: Werecreatures suffer half damage from non-magical weapons.

Shapeshift: Werecreatures may shift into any of their three forms at will. It takes a full round to complete the transformation.

Vulnerable: Werecreatures suffer double damage from silver weapons. They are unable to regenerate such damage, requiring it to heal naturally.

Werecreature traits: Shapeshift, regeneration, resistance to non-magical weapons, trigger, vulnerable to silver.

SKELLY

Skelly is one of the bodies prepared for possession by Haffrung Helleyes. She has luxurious black hair that tumbles to her thin waist and otherwise perfect proportions. She stares in wide-eyed innocence, not seeming to understand what goes on around her.

Skelly (female human): Init -2; Atk fist -2 melee (1d3-1, subdual); AC 9; HD 1d4+2; hp 7; MV 30'; Act 1d20; SV Fort +1, Ref -2, Will -3; AL N; Crit I/d3

SKILVASHARA

A beautiful human woman with long dark hair, and Avvakris' latest concubine. She is doomed to meet a foul end.

Skilvashara (peasant): Init -2; Atk dagger -1 melee (1d4-1 plus 2d8 poison (DC 10 Fort save for half damage)); AC 9; HD 1d4; hp 3; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL N; Crit III/d4.

SUFKU

Thousands of years ago, Sufku was an arrogant cartographer from the city of Anhkthue. His maps were legendary, and so was his passion for playing a board game called senet. He was also a devout follower of the Sphinx Queen. One day the Sphinx Queen assumed a mortal form and challenged him to a game of senet. In his arrogance, he wagered his soul on the outcome of the game. He lost, was stripped of his mortality, and condemned by the Sphinx Queen to haunt this hall as a ghost, until another can beat him at a game of senet.

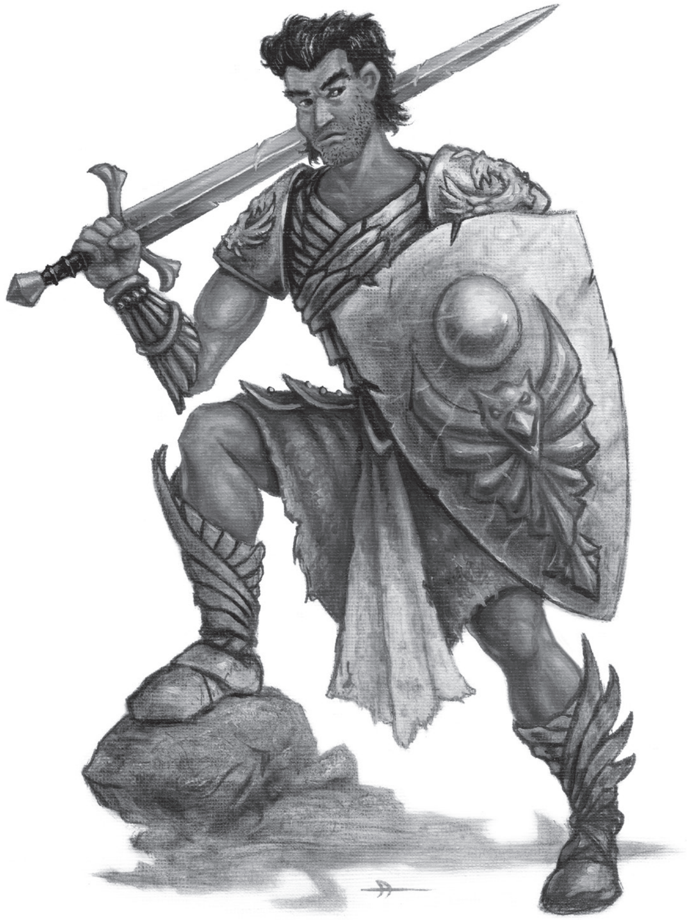
Sufku (ghost): Init +2; Atk draining touch +6 melee (1d4 physical ability points – player's choice); AC 10; HD 2d12; hp 24; MV fly 40'; Act 1d20; SP un-dead traits, turn invisible (at will), immune to non-magical weapons; SV Fort +2, Ref +4, Will +6; AL C: Crit U/d8.

Un-dead traits: Ghosts are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

TARSHIGID RARREACHER

Tarshigid Rarreacher is a sinister looking man with brown hair and a trimmed beard. He serves as a bodyguard to Haffrung Helleyes.

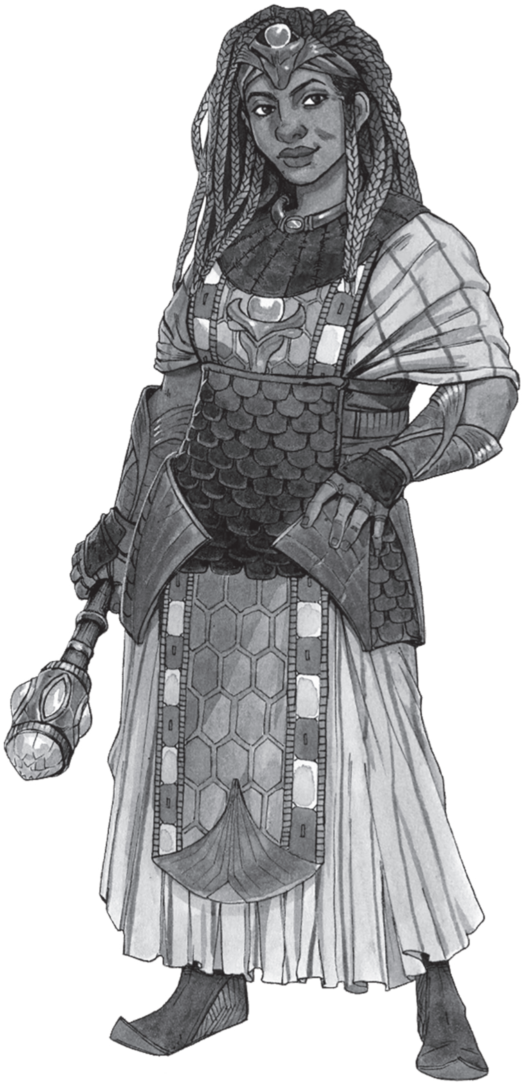
Tarshigid Rarreacher: Init +2; Atk +1 battleaxe +5 melee (1d10+2); AC 19 (full plate); HD 3d12; hp 34; MV 20'; Act 1d20; SV Fort +1, Ref +4, Will -1; AL C; Crit IV/d16.



TIRIAN OF ASALBAR

Tirian of Asalbar is a dusky-skinned traveler from a distant desert city, he is a man of few words. He serves as a bodyguard to Haffrung Helleyes.

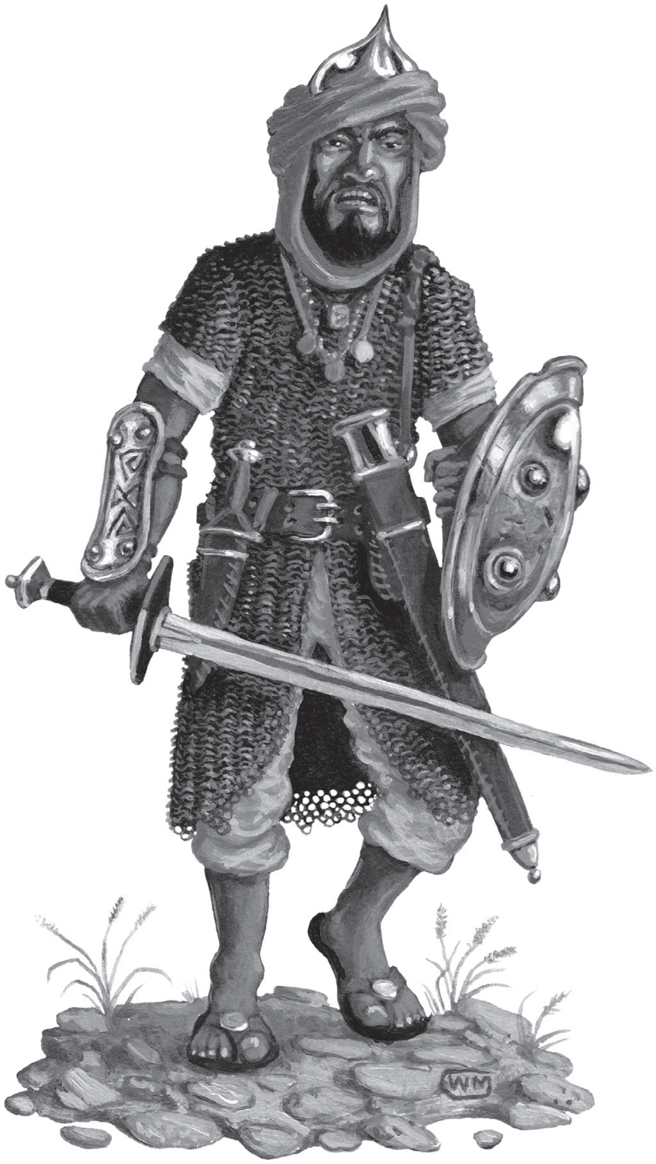
Tirian of Asalbar (warrior): Init +7; Atk longsword +4 melee (1d8+4); AC 19 (full plate & shield); HD 5d12+5; hp 58; MV 20'; Act 2d20; SV Fort +3, Ref +2, Will +1; AL N; Crit 19-20 IV/d20.



VASHALLA (CLERIC OF ISHTAR)

Vashalla is a cleric of Ishtar traveling with the Caravan of Mumchandar. She has long blonde hair, often braided in fancy patterns, and pale skin. She has a soft, motherly countenance, but a husky, commanding voice. She prefers to wear chainmail armor under beige robes and carries a plain mace.

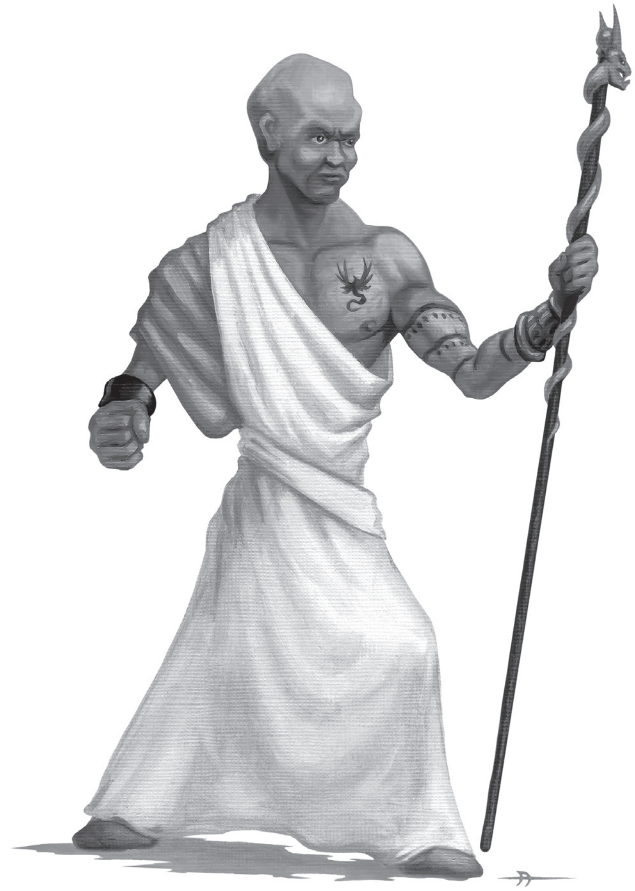
Vashalla (cleric of Ishtar): Init +0; Atk mace +2 melee (1d6); AC 15 (chainmail); HD 3d8+3; hp 19; MV 30′; Act 1d20; SP cleric abilities ((+4 spell check): *divine aid, lay on hands*, *turn unholy*), spellcasting (+4 spell check): Spells (1st) *bless, detect magic, protection from evil;* (2nd) *neutralize poison or disease, restore vitality*; SV Fort +2, Ref +1, Will +3; AL L; Crit III/d8.



VASTAVAAR SPEARTONGUE

This dusky-skinned warrior has a lanky frame and sports numerous facial scars. He has brown hair and a scraggly beard. He prefers leather armor and a pair of shortswords. Vastavaar earns his surname with a litany of foul swears that would make a sailor blush. He is traveling with the Caravan of Mumchandar.

Vastavaar Speartongue: Init +3; Atk short swords (x2) +2 melee (1d6); AC 12; HD 1d12+2; hp 13; MV 25′; Act 1d20 or 2d16; SP thief skills (pick lock +3, find trap +3, disable trap +3); SV Fort +3, Ref +3, Will +2; AL N; Crit III/d12.



VERDONITII

A male human from a distant land, he is short (just over 5′ tall), has a wiry frame, and wears simple white robes. He is

bald, lacks any facial hair (including eyebrows) and bears several swirling tattoos of black ink. A man of few words, he appears unarmed, save for a worn walking stick. In truth, his hands are the only weapons he needs, but only to defend himself. He is traveling with the Caravan of Mumchandar, carrying a mace with an invisibly inscribed message. If captured and deprived of his equipment, he will seek to recover the mace at all costs, so that he may complete his quest.

Verdonitii: Init +1; Atk fist +3 melee (1d3+1) or walking stick +2 melee (1d4+1); AC 13; HD 2d8+2; hp 13; MV 40′; Act 3d20; SP arrow catch, storm fist; SV Fort +2, Ref +6, Will +3; AL L; Crit III/d6.

Arrow catch: When struck by an arrow, bolt, or thrown object, Verdonitii makes a Reflex save against the attack roll to catch the missile rather than be struck. On a roll of a natural 20, he may immediately hurl the item back at his attacker using 1d16.

Storm fist: Verdonitti may split any number of his d20 action dice to make two attacks using d14.

VERUS -

Verus was a former cleric of Mitra. He was the only survivor of the original priestly complement occupying the Mitraic shrine when the allies of Set conquered the village on that fateful night, over 300 years ago. He has been imprisoned in the dungeons beneath the village ever since.

After witnessing the carnage wrought by evil upon his brother priests, Verus cracked and developed a split personality. Half of the time (roll randomly), he is good and kindly but, the other half of the time, he is evil. Every round that Verus is in a "pressure" situation (such as combat), there is a 30% chance he switches alignment.

Verus Vorum (cleric): Init +0; Atk club +2 melee (1d4); AC 10; HD 3d8+2; hp 18; MV 30′; Act 1d20; SP increased healing (good, +1 to *lay on hands* HD), sworn against Mitra/Set, unstable personality, cleric abilities ((+3 spell check): *divine aid, lay on hands, turn unholy*), spellcasting (+3 spell check): Spells (good): (1st) *bless, detect magic, holy sanctuary, paralysis, protection from evil;* (2nd) *restore vitality, neutralize poison or disease; OR* Spells (evil): *holy sanctuary, paralysis, profane flame* (see Appendix D), *protection from good, silence* (see Appendix D), *word of command;* (2nd) *curse*; SV Fort +2, Ref +1, Will +3; AL L; Crit III/d8.

Sworn against Mitra/Set: A cleric of Mitra/Set is sworn to defeat the minions of Set/Mitra. When battling the forces of Set/Mitra, the cleric gains a +2 bonus to all attack rolls, damage rolls, skill checks, and spell checks as well as a +3 AC bonus versus attacks by Set's/Mitra's minions. The forces of Mitra include any clerics devoted to Mitra, enemies prominently using a *Mitraic relic*, lions and lion-like creatures, commoners, and all traps in the White Tower of Mitra itself. Forces of Set include any clerics devoted to Set, minions of Set, animated statues in the likeness of Set, Lesser or Chosen Sons of Set, giant snakes, and all traps in the Dark Tower itself.

Unstable personality: There is a 30% chance per round of combat that Verus changes from Good to Evil.

VORGRIM BARESARCKS

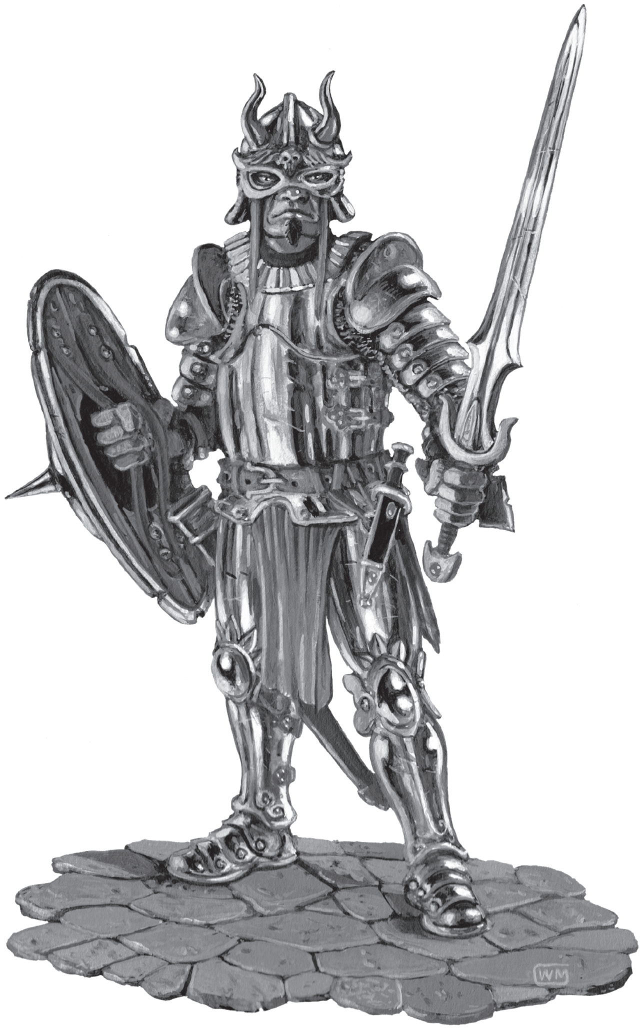
One of Merth's henchmen, Vogrim is a man with short cropped dirty blonde hair and a sagging lower right lip.

Vorgrim Baresarcks: Init +2; Atk battleaxe +4 melee (1d10+3); AC 16 (chainmail); HD 3d12; hp 28; MV 25′; Act 1d20; SV Fort +5, Ref +3, Will +1; AL C; Crit 19-20 III/d8.

WORMGEAR BONEGNAWER

Bodyguard to Avvakris the Merchant Baron, Wormgear Bonegnawer is average sized, bald and has worn and broken teeth. He wears a black tunic over his chainmail and carries a black shield. Delineated on both tunic and shield is the symbol of a coiled and hooded green serpent (**See Player Handout 1**). Wormgear will fight to the death to protect his master.

Wormgear Bonegnawer (warrior): Init +3; Atk longsword +2+deed die melee (1d8+2+deed die); AC 16 (chainmail & shield); HD 3d12+6; hp 42; MV 25′; Act 1d20; SP Mighty Deed of Arms, deed die (+d5); SV Fort +3, Ref +3, Will +2; AL C; Crit 19-20 IV/d16.



XOR THE EVIL ONE

Xor the Evil One is not a dungeon resident. He has stealthily gained entrance to the dungeon and has been exploring for a few days. He seeks to procure funds for a war he has brewing on the sly back home (a distant land). Xor keeps an extra chest of poisoned food that is undetectable by taste.

Xor the Evil One: Init +3; Atk *Trollbane* +10 melee (1d8+5) or *+1 warhammer* +9 melee (1d6+3); AC 21 (full plate & shield); HD 6d12+18; hp 65; MV 20′; Act 3d20; SP *ring of levitation* (5/day, as per spell check result of 16); SV Fort +7, Ref +4, Will +3; AL L; Crit 18-20 V/d30.

***Ring of levitation*:** Carved from the thighbone of an imp, this magical ring allows the wearer to cast *levitation* (5/day, as per spell check result of 16).

***Trollbane (+2 longsword)*:** INT 6; AL L; Bane: trolls (neutralization, successful hit negates regeneration for 1 day); Communication: empathy; Special Powers: flame brand (3/day, +1d6 damage).

APPENDIX D

NEW EQUIPMENT, RELICS, MAGIC ITEMS, CURSES, DISEASES AND SPELLS

EQUIPMENT

Weapon	Damage	Range	Cost in gp
Heavy Crossbow*	1d7+1	100/180/240	50
Khopesh	1d8		10
Mace-axe*	2d6		25
Morningstar	1d7		6
Scimitar	1d8		10
Warclub*	1d10		8
Weighted Net*	entangle	5/10/20	2

* *Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.*

Khopesh: A khopesh is a sickle-shaped blade derived from the battleaxe. Only the outer edge of the blade is sharpened. The center of the sickle blade is used to disarm an opponent's weapon or shield.

Mace-axe: A mace-axe is a metal- or stone-headed club with an axe blade set into the head. It's a two-handed weapon, designed to bash through mundane weapons and bronze armor or slice through exposed flesh.

Weighted Net: Similar to net, a weighted net is adorned with metal shot to make escape more difficult. A 10′ tall or smaller creature hit by a weighted net is entangled until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Due to the weighted shot of the net, this check is made with a -1d penalty. Dealing 7 damage to the net (AC 11) also frees the creature without harming it, ending the entangling effect and destroying the net. When attacking with a weighted net, a creature may only make one attack in that round, regardless of the number of action dice possessed.

RELICS

THE SOUL GEMS

Each gem is 6″ in diameter. After the final death of the host, the gems will wait 2d3 rounds and, if during that time they do not receive a new host, they will teleport to a place of the judge's choosing.

Alignment shock: Creatures with alignments differing from the gem they touch suffer alignment shock. Those of opposing alignments suffer 4d16 damage when touching a soul gem, those of adjacent alignments suffer 1d16 damage. If the target survives the psychic onslaught, what comes next is a painful process, requiring the character to make a successful DC 13 Fort save or fall unconscious for 2d3 rounds.

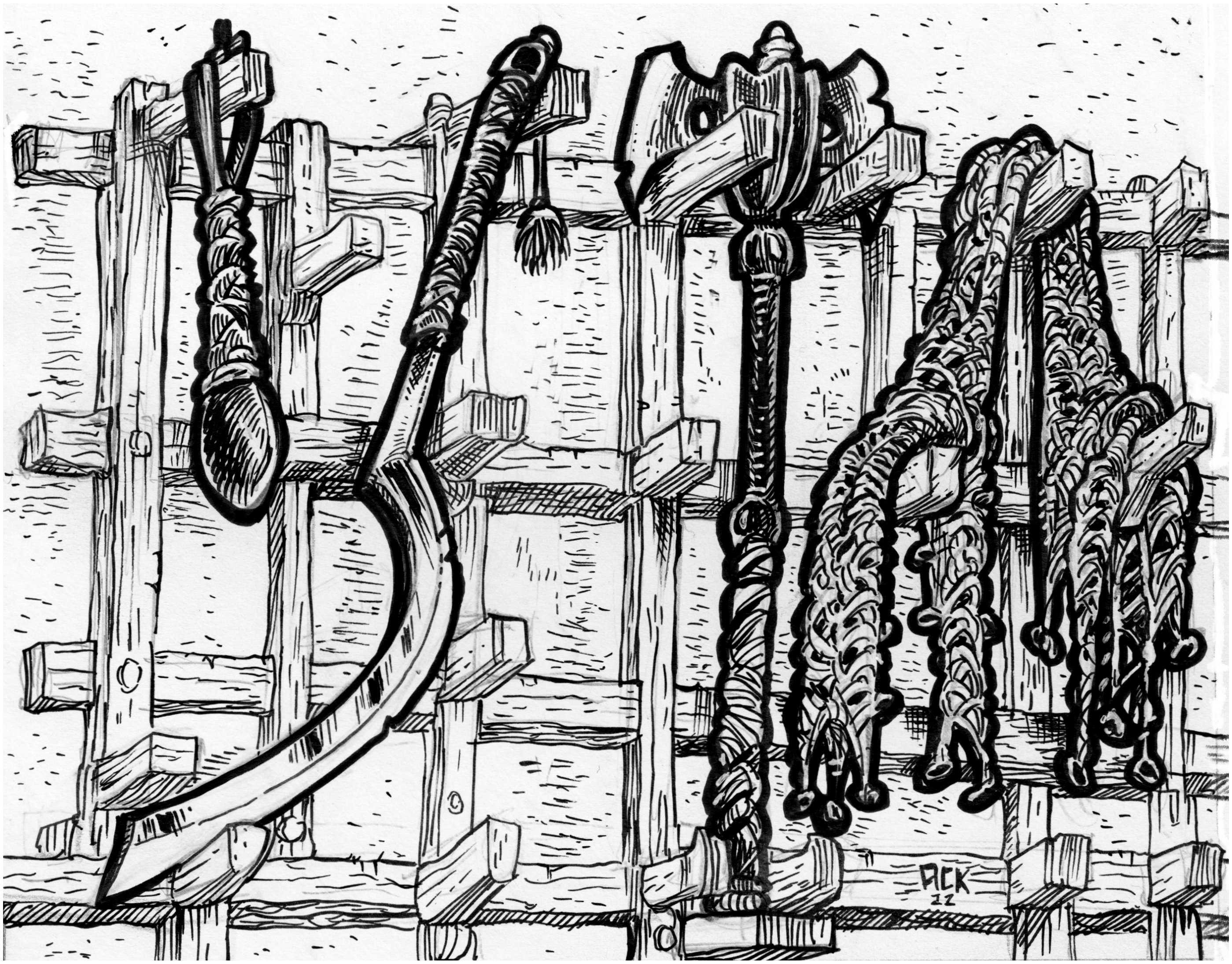
Possession: When touched, the gem will fly up and embed itself in the forehead of the victim, possessing and taking complete control of its victim (opposed Personality check vs. +3 negates). Upon successful control, the gem immediately changes the wearer's alignment temporarily to match that of the stone. Forceful removal of the gems will result in effects as if the gem was destroyed (see *Mind of Balance*). Anyone who touches the gem during its removal may be possessed.

Note: Touching the *Heart of Law* and the *Soul of Chaos* together will set off an explosion inflicting 12d24 in a 50′ radius (DC 20 Reflex save for half damage).

THE HEART OF LAW

A Lawful, clear, colorless, glowing gem of incredible power. The goal of this gem is to destroy all Chaos and anyone who gets in the way of that goal. Followers of Chaos and Neutrality are to be converted to Law if at all possible. The toucher (and any witnesses) must make a DC 15 Will save. Those who fail their save observe an ethereal gorgeous, blonde woman, richly dressed in white materialize in the room. She kisses the toucher on the forehead and then fades from view. Those who succeed in their save instead see the gem shrink to a ½ inch diameter and embed itself in the toucher's forehead.

***The Heart of Law* (*holy relic*):** INT 18; AL L; Special Purposes: clear the world of all obstacles to the imposition of



Law, convert all to the cause of Law; Special Powers: +3 to AC and saving throws, alignment shock, *detect evil* (1/day, +4 spell check), divine champion, heal 3 HD (2/day), infravision 60′, light 40′ radius at will, *magic bulwark* 2/day (as per spell check result of 24), possession, *protection from evil* at will (as per spell check result of 18), tough to kill.

Divine champion: Lawful warriors increase their critical range by +1.

Tough to kill: The stone makes its host incredibly tough to kill. The host automatically succeeds on recovering the body checks a number of times equal to the host's Stamina. When finally faced with death, the host's soul will be reborn somewhere in the world (judge's discretion).

Destroying the *Heart of Law*. The *Heart of Law* is destroyed if it comes into contact with the *Soul of Chaos*. It can also be destroyed by the *Mind of Balance* disintegration ray attack.

THE SOUL OF CHAOS

The *Soul of Chaos* is a faceted ebony gemstone that pulses a sickly infernal hue. Created and corrupted by Set himself, the host of this *soul gem* seeks to destroy Law in all of its forms. The *soul gem* seeks to corrupt the host, instilling a craving for power and respect. The toucher (and any witnesses) must make a DC 15 Will save. Those who fail their save see a beautiful, dark haired, nude woman kiss the toucher on the forehead. Her face then seems to shift into various forms of monsters, humans and even members of the adventuring party, as she smiles evilly and laughs sardonically, before fading from view. Those who succeed in their save instead see the gem shrink to a ½ inch diameter and embed itself in the toucher's forehead.

***The Soul of Chaos* (*unholy relic*):** INT 18; AL C; Special Purposes: slay Lawful creatures; Special Powers: +2 to AC and saving throws, alignment shock, *darkness* (2/day, as per spell check result of 12), *detect evil* (3/day, +4 spell check), infravision 60′, life drain, *magic bulwark* (2/day, as per spell check result of 24), possession, *protection from good* at will (spell check result of 18).

Life drain: The gem is able to absorb life energy from 2 living creatures within 20′, siphoning 1d4 points of random physical attributes (Strength, Stamina, Agility) and converting them into health for its wearer (DC 15 Fort negates). The host will receive an additional temporary hit point for every attribute point absorbed (to a maximum of 1.5x the host's maximum hit points). Attributes drained from true friends and/or comrades are worth 2 hit points each. If the host is in danger of death, (5 hit points or fewer), the gem will automatically drain life energy from up to 2 creatures within range. Those killed by the gem are permanently slain and may not be recovered. This also goes for the host if they die while in the possession of the gem.

Destroying the *Soul of Chaos*. The *Soul of Chaos* is destroyed if it comes into contact with the *Heart of Law*. It can also be destroyed by the *Mind of Balance* withering ray attack.

THE MIND OF BALANCE

A neutral, glowing and scintillating, rainbow-colored gem. The *Mind of Balance* has one sole purpose, to seek out and destroy the other two *soul gems*. The toucher (and any witnesses) must make a DC 15 Will save. Those who fail their save see a beautiful redhead female human in chainmail materialize and seem to kiss the toucher on the forehead. She then jumps back and screams triumphantly:

> *"Death to Law! Death to Chaos! Let the Balance be Supreme!"*

At this point she disappears, along with the fanfare music Those who succeed in their save instead see the gem shrink to a ½ inch diameter and embed itself in the toucher's forehead.

***The Mind of Balance* (*neutral relic*):** INT 18; AL N; Special Purposes: to destroy the other *soul gems*; Special Powers: +3 to AC and saving throws, alignment shock, *detect evil* (2/day*, +4 spell check), disintegration ray*, *ESP* * (as per spell check result of 30), greedy, infravision 60′, *magic bulwark* (2/day*, as per spell check result of 24), negates magical light or darkness within 50′, neutrality lens*, *paralysis** (as per spell check result of 13; only affects Lawful & Chaotic creatures), possession, value vampire.

Disintegration ray: When in the presence of another *soul gem*, the *Mind of Balance* seeks to destroy it with a withering, laser-like ray; that does 3d16 damage to the gem's host (DC 20 Fort save (half damage)) and disintegrates the other *soul gem* (the targeted gem receives a +6 vs. DC 20 Fort save to negate). The destruction of the targeted *soul gem* causes 1d8 damage to that soul gem's host. If the host survives this ordeal, they permanently lose 1d8 Intelligence points plus have a 60% chance of going insane. The laser blast is fired by the gem and can only be used against *soul gems*. This power requires a sacrifice of 1 Stamina.

Greedy: Use of the specified powers (denoted with an *) require the sacrifice of a default of 1 point of Stamina. These points may only be restored by the absorption of 500 gp worth of treasure per point restored.

Lens of neutrality: The *Mind of Balance* can channel cosmic energies through itself to emit a withering ray that inflicts 2d30 damage to the host of another *soul gem* (DC 20 Fort save (half damage)) and destroying the targeted *soul gem* (the targeted gem receives a +6 vs. DC 20 Fort save to negate). When destroyed, a *soul gem* inflicts 1d8 damage 1d8 Intelligence damage to its host. Once both of the other *soul gems* have been destroyed, the *Mind of Balance* will phase out into nothingness leaving its host behind and inflict 1d4 Intelligence loss and 1d8 damage to the former host, as well as has a 20% chance of gaining an indefinite madness. This power requires a sacrifice of 2 Stamina.

Value vampire: The *soul gem* requires gems, jewelry, and gold, etc., to power itself, acting as a sort of value vampire. It will regenerate lost hit points at a rate of 200 gp per hit point. Affected items become dross, glass or worthless. Once the healing has begun roll 1d5 x 1200 gp to determine how much extra this greedy gem will absorb (if available) within a range of 30′.

Destroying the *Mind of Balance*. The *Mind of Balance* can only be destroyed if both the *Heart of Law* and the *Soul of Chaos* are destroyed. In this case, the *Mind of Balance* phases out into nothingness. If the *Mind of Balance* is destroyed while in a host, the host loses 1d4 points of Intelligence and suffers 1d8 damage and has a 20% chance of gaining an indefinite madness.

THE MITRAIC RELICS

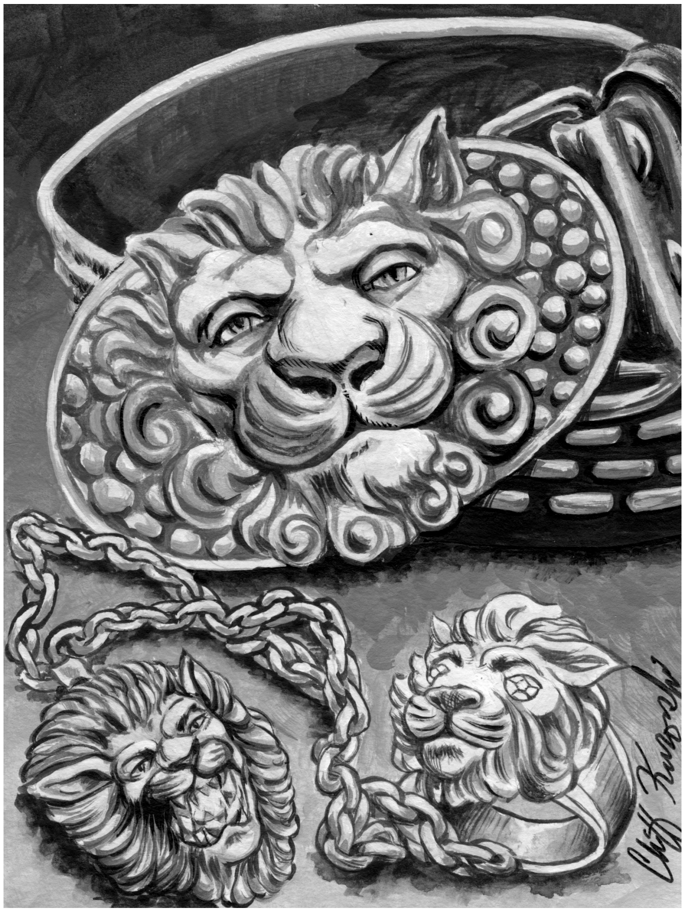
Mitraic relics are powerful unique magic items, important to the faith of Mitra. Each relic bears the symbol or design of a majestic lion. Although not powerful on their own, if combined with other *Mitraic relics*, the true potential of these magic items is revealed.

MITRA'S FAVOR (THE LION RING)

A lion headed, gold ring with topaz eyes. At the beginning of the game, it is in the possession of old Cornelius the cleric of Mitra.

***Mitra's favor* (*holy relic*):** INT 15; AL L; Special Purpose: to champion the faith of Mitra; Special Powers: guardian spirit *protection from evil* (spell check result of 14; +1 bonus to saving throws made against evil effects, evil creatures, un-dead, demons, and anything unholy to Mitra. All attacks against the wearer made by creatures evil or unholy to Mitra suffer a -1 penalty).

Guardian spirit: Joined with this ring is the spirit of a Lion of Mitra (see The **Lions of Mitra**) named George, Prince of the High Peaks and Champion of the Faith. He tends to be jovial and is often given to singing benign tavern ditties. He was a champion of Law and died heroically two centuries previously at the hands of the nomads, whom he still has a disliking for, and shares that with all who listen to his passionate rants and sermons.



THE GIRDING OF MITRA (THE LION BELT)

This is the belt worn by Mitra when he walked the earth as a man. It is a supple leather support, reinforced with gold bands and a golden buckle shaped like a lion's head.

***The girding of Mitra* (*holy relic*):** INT 18; AL L; Special Purpose: to champion the faith of Mitra; Special Powers: guardian spirit, *protection from evil* (spell check result of 20; +1 bonus to saving throws made against evil effects, evil creatures, un-dead, demons, and anything unholy to Mitra. All attacks against the wearer made by creatures evil or unholy to Mitra suffer a -1 penalty and damage from evil sources is reduced by 1 point per die (minimum 1 point per die; 10′ radius)).

Guardian spirit: Joined with the belt is the spirit of one of the Lions of Mitra (see **The Lions of Mitra**). This one is female and is known as Princess Jamalla the Wise, Holy of Holies, Mother of the Masses, Benefactress of the Poor, and Mitra's handmaiden. She appears as a vibrant and beautiful young fighting woman with flowing masses of red-gold hair. She is quick to accept as comrades-at-arms any who are in the company of whoever possesses the belt. In her former life some 300 years gone, she was a nomad convert to Mitraism, who donated vast sums to the poor in the name of Mitra. Eventually she became mother superior of a convent of celibate female clerics. As a final note, she was sickly, frail and ugly all her life and now loves the position of Lion of Mitra.

MITRA'S EYE (THE LION AMULET)

Also known as the Lion Amulet, this golden talisman is shaped like a roaring lion with a large topaz in its mouth.

***Mitra's eye* (*holy relic*):** INT 16; AL L; Special Purpose: to champion the faith of Mitra; Special Powers: guardian spirit, +1 AC, *blessing* (spell check result of 14, +1 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks).

Guardian spirit: Joined with this amulet is the spirit of a Lion of Mitra (see **The Lions of Mitra**). He will appear when summoned by name or when the bearer of the amulet is in danger of death. The Lion's name is Charlamack the Just. He was a high priest of Mitra 800 years ago. His personality can usually be described as stiff, formal, and no-nonsense. He will not tolerate foolishness. He also does not appreciate being called more than once a week. Will mutter, "I have better things to be doing than this." He will always voluntarily disappear after combat and any required healing. It is quite rare for Charlamack to stay around for more than 2 rounds, unless the need is dire (such as the bearer being reduced to 10% or fewer hit points).

Combining the *Mitraic relics*. If one or more of the *Mitraic relics* are worn by the same person, they have enhanced effects:

- ***Girding of Mitra* and *Mitra's eye*:** Surrounds the wearer with an anti-magic field (10′ radius) about the bearer – negating all outside magics (including *lay on hands*). The shell may be dispelled only by removing one of the items from the bearer's person or by depressing the topaz in the lion mouth of the amulet which will negate the field for 6 rounds.

- ***Girding of Mitra*** **and** ***Mitra's favor***: Increases the power of the *protection from evil* to a spell check result of 24 (+2 bonus to saving throws made against evil effects, evil creatures, un-dead, demons, and anything unholy to Mitra. All attacks against the wearer made by creatures evil or unholy to Mitra suffer a -2 penalty and damage from evil sources is reduced by 2 points per die (minimum 1 point per die); 20′ radius).
- ***Mitra's eye*** **and** ***Mitra's favor***: Un-dead of 2 HD or less crumble to dust when touched (DC 15 Will save negates).
- ***Girding of Mitra*, *Mitra's eye*, and *Mitra's favor***: Mitra's Favor can be made to give off a ray capable of burning un-dead with holy fire (3/day, *turn unholy* result of 24; range 60′). This is a tight beam and will affect only 1 un-dead target per round.

All previously listed attributes for each artifact are usable when all three are combined. With the exception of the anti-magic field, all individual powers may be turned on and off at will by the bearer. However, the bearer must be aware of the existence of a given power to be able to "turn it off", otherwise that power functions continuously.

Unless specified, there is a 20% chance that any given *Mitraic relic* has a **Lion of Mitra** (see Appendix C) associated with it, which can grant the item sentience. Since each Lion of Mitra has an individual name, the name must also be learned before it may be called forth.

NEW MAGIC ITEMS

AMULET OF THE ADDER

This amulet is made from a bezoar stone, fashioned into the likeness of a cobra's head. The amulet of the adder prevents its wearer from being poisoned, so long as the amulet is in contact with their skin. This amulet is incapable of curing someone who has been poisoned.

AMULET OF TRUE SIGHT

This golden amulet is shaped like a roaring lion's head. A stunning ruby is set in the lion's jaw and is exposed to the back of the amulet. 3/day, by holding the amulet and peering through the ruby, one is granted the ability to see through all invisibility, illusions, and darkness to a distance of 120′ for 1 turn.

AVVAKRIS' RING

The ring appears to be a piece of a green emerald carved in the form of a hooded serpent. The ring's non-magic value is 1,000 gp. The chaotic ring grants its wearer *protection from good* (+1 to saving throws made against Lawful effects) and serves as a pass key to many of the guardian creatures and several traps in the dungeon. If worn by a non-chaotic creature, the ring inflicts a moderate curse. The wearer suffers a -2 Luck penalty and is drained of 1 hit point every turn. This loss cannot be healed while the curse is in effect. The ring can only be removed after the successful casting of a *remove curse* spell (either allowing for a successful DC 22 Will save or achieving a spell check result of 27+).

BELT OF BLINDNESS

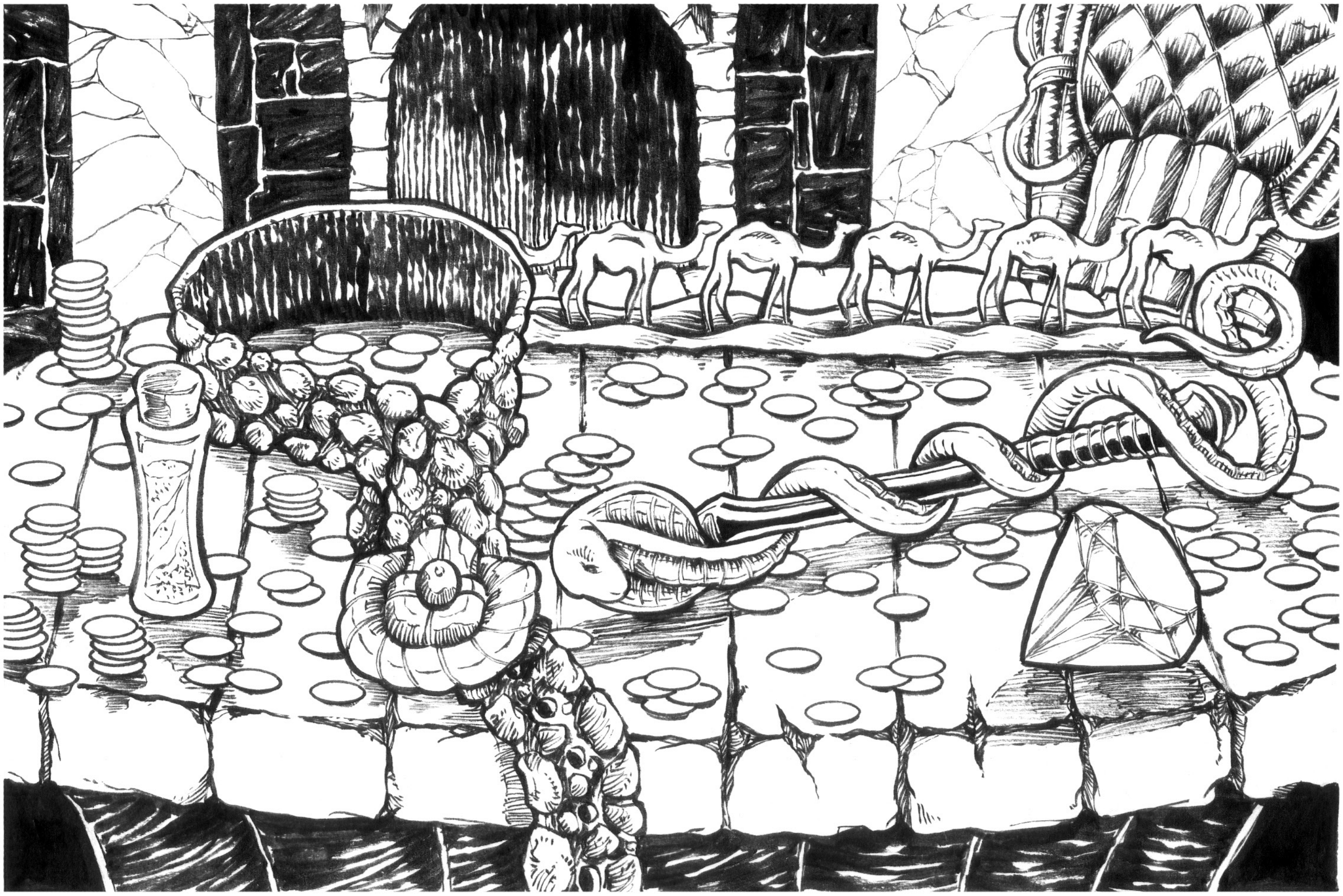
This belt is composed of supple black leather with a silver buckle and it carries a minor level curse. Donning the belt curses the wearer, causing an immediate -1 Luck penalty and total blindness until the next full moon (1d24+6 days). The belt can only be removed after the successful casting of a *remove curse* spell (either allowing for a successful DC 22 Will save or achieving a spell check result of 22+).

BELT OF VARIABLE DENSITY

This belt is fashioned out of bluish reptile hide and adorned with an iron buckle and clasp. There are five holes in the belt to adjust around the waist, each one representing a different setting. The belt has five settings, as described below. The belt can be used for 10 hours per day. At dawn each day, this time limit resets.

1. **Weightless:** The wearer's mass becomes zero and they have a movement speed of 20′ in any direction. This effect grants +4 to their Agility but causes a -6 penalty to attacks and damage.
2. **Half-density:** The wearer's mass is halved, granting a +2 to Agility and causing a -4 penalty to attacks and damage.
3. **Normal Density:** No changes.
4. **Double Density:** The wearer's mass is doubled, granting a +4 bonus to attacks, damage, and AC. The wearer's Agility decreases by -2.
5. **Triple Density:** The wearer's mass is tripled, granting a +6 bonus to attacks, damage, and AC. The wearer's Agility decreases by -4. Wearer's movement and actions are halved while on this setting.

The belt carries a major curse. For each consecutive round the belt is used, there is a cumulative 2% chance that the wearer will suffer a permanent -2 Luck penalty and become permanently weightless. The belt can only be removed after the successful casting of a *remove curse* spell (either



allowing for a successful DC 30 Will save or achieving a spell check result of 32+).

BOOTS OF LEAPING

Tooled from the skin of a giant frog, these boots increase the mobility of their wearer. Upon donning the boots, the wearer's gains the ability to make leaps of a distance equal to their current movement (reduced by armor and other similar penalties).

CRYSTAL BALL

While scrying with this 6" diameter crystal sphere, the user can observe a person or place known to them (or known to someone present who is actively describing the target) within 80 miles, as per *wizard sense* (as per spell result check of 24).

DESERT'S FURY (+2 POLEARM [HALBERD])

INT 9; AL C; Banes: Lawful creatures (shattering blow; on a critical hit, weapon inflicts an additional 1d10 damage), celestials (unreasoning hatred; weapon urges wielder to attack bane at every opportunity; ego check vs Intelligence); Communication: empathy; Special Purposes: dominate all others, slay Lawful outsiders; SP cleave (each time an enemy is slain with this blade, the wielder automatically receives another attack (but cannot move)).

EYE OF SAVOCK (NECKLACE)

When worn as the sole form of protection, the *Eye of Savock* grants a +5 bonus to AC and saving throws. It immediately closes (going dormant) should its wearer don armor or obtain other magical protection.

FLASH GEM

A *flash gem* is an apple-sized ruby. If struck on a hard surface the gem emits a beam of blazing light from its front face. The beam has a range of 30′ and does 1d8 damage to a target (DC 12 Reflex save negates). A heavily obscured area reduces the range to 10′ and the damage to 1d4. The gem may be used 10 times before needing to be recharged in full sunlight for a full day. If the *flash gem* is ever dropped on a hard surface, it discharges all of its energy, firing beams in all directions. Targets in the area suffer a -1d penalty to their Reflex save.

FLYING CARPET

These ornately woven rugs come in several sizes, each with an increasing carrying capacity and speed. As part of its movement, a carpet in flight may rise or descend equal to half its movement. Due to their construction, *flying carpets* are delicate (AC 10), with each point of damage incurred reducing the carpet's speed by 5′. A *flying carpet* with a speed of 0′ has been irreparably destroyed.

- 2′ x 3′: Carries a single rider with a speed of 20′.
- 3′ x 5′: Carries a single rider with a speed of 30′.
- 4′ x 6′: Carries up to two riders with a speed of 40′.
- 5′ x 7′: Carries up to four riders with a speed of 60′.
- 6′ x 9′: Carries up to six riders with a speed of 100′.

FOOTPAD'S BOOTS

The wearer of these sole-worn boots is granted a +2 AC bonus and makes all Sneak Silently checks as if trained, with a +10 bonus.

GIDEON'S SHORT SWORD (+1 SHORT SWORD)

INT 5; AL L; Special Purposes: protect the weak; Special Powers: *detect evil* 30′ (at will).

GIRDLE OF THE HILL GIANT

When donning this magic girdle, the wearer gains a +5 bonus to attacks and damage as they and their possessions grow proportionately to 12′ tall. The effect lasts until the girdle is removed. The girdle may be activated only 1/day.

GLOVES OF ELFLAND'S GRACE

The wearer of these thin, delicate black leather gloves becomes trained in Pick Pocket and has their Agility increased to 20 (+4 bonus).

GOLDEN TONGUE OF UNDERSTANDING

This object, crafted from solid gold, is in the shape of a humanoid tongue. If placed into a speaker's mouth, any creature that speaks at least one language, and can hear the target, perfectly understands what is said. This effect lasts for 1 hour and can be used 2/day.

HORN OF SUMMONING

Crafted from the horn of a celestial ram, once per day it may be blown to summon six 1 HD monsters. The monsters remain for 1 turn (or until slain) and will obey the summoner's every command. If used in conjunction with the spell *war horn of Elfland*, the horn grants a +5 bonus to the spell check.

HUMPHREY'S HAMMER (+1 WARHAMMER)

INT 11; AL L; Banes: creatures of Chaos (Beacon of hope; allies within 100′ engaged in battle against bane gain +2 bonus to all saving throws and morale checks), lycanthropes (Bleeding wounds; warhammer's wounds against bane continue to bleed, inflicting an additional 1 hp damage (cumulative) per round after hit until magically healed, so a bane target hit by three successive attacks from the warhammer takes 3 hp damage per round thereafter); Communication: empathy; Special Purposes: defend against the incursions of Chaos; Special Powers: *comprehend languages* (1/day), *detect invisible* (1/day), thunder strike (in place of an attack, the wielder may strike the ground to create the resounding boom of thunder. All enemies within 40′ take 1d8 points of damage (no save).

IFRIT CHAINMAIL

Crafted by desert-dwelling demons, these suits of armor are crafted from burnished brass. The armor grants its wearer an immunity to heat and fire, as well as +5 bonus to saves against spell effects.

SHTAR'S TALON (+2 SCIMITAR)

INT 6; Bane: creatures of Chaos (Hardiness; when taking damage from the bane, wielder can make a Fort save of DC 20; success means the attack inflicts only half damage); Communication: empathy; Special Purpose: punish evildoers, protect the weak; SP shed light 40′ (at will).

LAWGIVER (+5 LONGSWORD OR CURSED -2 LONGSWORD)

Lawgiver is a longsword, wielded by Holomir Goldheart. The blade is pure silver, save for its center line which is gilded in gold. The cross guard is plain, but the handle is wrapped in golden dragon hide, willingly given. The pommel is fashioned as a roaring lion with a wild mane, and two rubies for eyes.

Lawgiver is gruff and stubborn but means well. It is rigid and unyielding when following the rules, regardless of how minor or seemingly insignificant. Yet the blade is proud, noble, just, and seeks to defend those that need it, and blindly upholds the tenets of the Law. *Lawgiver* is faithful to Mitra and seeks a wielder that shares its ideals.

INT 14; AL L; Banes: un-dead (Death dealer; when bane is struck, it must make a DC 15 Fort save or instantly die), creatures of Chaos (+1d4 damage); Communication: speech and telepathy; Special Purpose: slay chaotic creatures, clear the world of all obstacles to the imposition of Law; Special Powers: *comprehend languages* (1/day), shed light 20′, holy brand (+1d4 damage to chaotic creatures), magic resistance aura (while drawn spells cast against wielder and allies within 10′ suffer a -2 penalty).

Lawgiver must be willingly bestowed on a wielder. If forcefully taken, the thief is paralyzed until they choose to willingly return the blade to its rightful wielder (DC 15 Will save negates). On a successful save, the sword functions normally within 250′ (essentially the entire dungeon). If taken beyond this radius, the sword transforms into a *cursed longsword* (see below).

***Lawgiver* (*cursed -2 longsword*):** INT 14; AL L; Banes: creatures of Chaos (+1d4 damage); Communication: speech and telepathy; Special Purpose: punish its illegitimate wielder, slay chaotic creatures, clear the world of all obstacles to the imposition of Law; Special Powers: -2 Luck penalty, Lawful wrath (if the sword's wielder attacks a Lawful target, the wielder suffers double the damage done), holy brand (+1d4 damage to chaotic creatures).

Once cursed, *Lawgiver* may only be discarded by the wielder after a successful *remove curse* spell is cast upon it by a cleric of Mitra (either allowing for a successful DC 30 Will save or achieving a spell check result of 32+).

LENSES OF THE ELF KING

These glittering spectacles consist of a series of overlapping multi-colored lenses. The wire frames are made of mithril, while the lenses themselves are cut from different precious gemstones. Even without their mystic properties, the components of the lenses are worth 1,000 gp to any jeweler.

Grants *true sight* to the wearer. The vision of the wearer of these lenses extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. The wearer can see invisible creatures and is never fooled by illusions, glamours, or phantasms.

MACE OF HELSON THE BOLD (+1 MACE)

This golden, lion-headed, mace is associated with a Lion of Mitra named Helson the Bold. In life, he was a brash, overconfident and boisterous cleric of Mitra. He is unchanged in death.

INT 12; AL L; Bane: un-dead (holy brand, when used along with a holy symbol during a turning attempt, all un-dead make their save against *turn unholy* with a -1d penalty); guardian spirit.

MERTH'S SWORD (+2 LONGSWORD)

The cross guard of this longsword is a tangle of serpents, and the pommel is fashioned as a serpent's head. There is a hidden compartment in the handgrip that can be accessed from the serpent head pommel. It requires a successful DC 15 Intelligence check to locate this compartment and deduce how to open it (by flicking one of the fangs to release the lid catch). The compartment is watertight and can hold a potion.

INT 4; AL L; Communication: empathy.

NECKLACE OF STRANGULATION

This thick chain necklace, typically fashioned from gold or platinum and often studded with rubies, carries a minor curse. On close examination, requiring a successful DC 17 Intelligence check, tiny etched runes can be discerned on the ruby's surface (the item radiates magic as well). When worn, the curse immediately manifests. The wearer suffers a loss of -2 Luck and the necklace immediately constricts inflicting 1d4 damage per round worn until removed. The necklace may only be removed after the successful casting of a *remove curse* spell (either allowing for a successful DC 22 Will save or achieving a spell check result of 22+).

PHLOGISTONIC MIRROR

This small, enchanted, obsidian mirror must be openly worn to be effective against spells directed at the wearer. Incoming spells are automatically negated, to the maximum of 10 spell levels/day. Spells overcoming that amount succeed as normal. When depleted, the amulet turns milky white until the next sunrise.

PORTABLE HOLE

This ink-dark slime is found in wide-mouthed crystal jars, alchemically treated to contain the transdimensional enchantment. The viscous material may be poured out or spread to cover a surface (such as a wall or tabletop) and, after being allowed 2 rounds to stabilize, opens a portal into a pocket dimension unique to each *portable hole*. There is enough liquid to cover a 10′ x 10′ area, although smaller amounts may be used to create a smaller opening into the space beyond. Recollecting the slime destabilizes the opening into the space beyond and, if disturbed, it will require another 2 rounds to stabilize.

The space within is a perfect 10′ cube, filled with air and a constant temperature of 50° F. There is enough air within a *portable hole* to provide 50 hours of air for a single individual. The boundaries of the space are utterly black, absorbing all light. Even when light is brought inside the *portable hole*, the area remains dim.

No matter the hole's exterior orientation, a person entering a *portable hole* to store or recover something always enters with the same orientation within the pocket dimension. Thus, someone leaping through a *portable hole* results in them diving across the floor beyond.

Due to its nature, the magics of a portable hole are delicately balanced. The casting of other transdimensional magics (*planar step,* summoning spells, or similar) or the placing of another transdimensional object within immediately causes a phlogiston disturbance and all contents of the *portable hole* (whether animate or inanimate) are scattered through the endless void.

REGINALD'S LONGSWORD (+1 LONGSWORD)

INT 8; AL L; Bane: serpents (Extended critical threat range; attacker scores criticals against bane at 1 more result on the die (e.g., if normally score criticals on 19-20, now score on 18-20)); Communication: simple urges; Special Purposes: enforce the law; Special Powers: infravision 120′ when held.

RING OF LEVITATION

Carved from the thigh bone of an imp, this magical ring allows the wearer to cast *levitation* (5/day, as per spell check result of 16).

RING OF SPEED

This is a platinum band of simple design. Once per day, the ring may increase the speed of its wearer. This double's the wearer's movement and actions and grants a +2 bonus to AC and Reflex saves. This burst of speed lasts for a number of rounds no greater than a character's Stamina (or NPC's HD) and the wearer may end the effect at any time. Upon deceleration, for each round of increased speed, the wearer loses 1 point of temporary Stamina, with a reduction to 0 being instantly fatal as the wearer falls to dust.

RING OF THE SNAKE DEN

This item is granted to favored followers of Set and may be used 2/day. By invoking Set in the name of Sutekh, the wearer summons a swarm of venomous snakes. The swarm initially materializes with the wearer standing in its middle, and it may be directed to move and attack by the summoner.

Cobra swarm: Init +5; Atk swarming bite +2 melee (1 plus poison (blindness, DC 18 Fort save negates; failure requires a second Fort save vs. death)); AC 11; HD 4d8; hp 16; MV 40′; Act special; SP bite all targets within 20′ x 20′ space, half damage from non-area attacks; SV Fort +0, Ref +10, Will -2; AL N; Crit M/d10.

SCARAB OF INSANITY

This is a nondescript scarab, appearing to be a valuable amulet, brooch or scarab. It is typically wrought from gold and often set with several gems. When displayed with an action and a command word is issued, all other creatures within 10′ of the bearer must make a successful DC 12 Will save with a -1d penalty else suffer the effects of short-term madness for 2d3 rounds. The afflicted creature must roll on the table below at the start of its initiative count. The scarab may be used 3/day.

d100 Roll	Effect (Re-roll each round)
1-15	Victim uses all of their movement to flee in a random direction and doesn't take an action this round.
16-30	Victim drops prone and studies the texture of the ground.
31-45	Victim doesn't move or take actions.
45-60	Victim tears at their flesh, incurring 1d3 damage.
61-75	Victim uses their action to randomly attack a nearby creature within reach. If no creature is within reach, the victim does nothing this round.
76-90	Victim flies into an uncontrolled rage, gaining +5 to hit and damage while immediately attacking the closest target. If no target is in reach, the victim turns their rage on themselves, incurring 1d3+5 damage.
91-100	The victim can act normally this round.

SCEPTER OF SOTH'ESEHK

This gold-headed scepter has a serpent's head, and the body encircles the forearm. This sentient rod was interred with Soth'esehk, a high priest of Set. The *scepter of Soth'esehk* is desperate to get back into the hands of a worshiper of Set. It was not pleased to be buried in a dusty tomb (which was not Soth'esehk's instructions). The scepter seeks to deceive a non-Set worshiper into seeking out the clergy, hoping to find its way into the hands of a rightful wielder.

Special Powers: immune to poison, infravision 120', snake bite, *snake charm* (+4 spell check).

Snake bite: At will, the wielder can cause the head of the staff to animate for 5 rounds (or until released). Attacks made with the staff are made with the wielder's normal attack bonus (1d6+2d6 poison, DC 12 Fort save negates poison). While animated, the head of the scepter may be attacked directly (AC 18, hp 20). The staff fully heals when reverting back to its normal form but, if reduced to 0 hit points, the scepter is destroyed.

SLEET (+2 TWO-HANDED SWORD)

INT 5; Communication: empathy; Special Powers: frost burn (+3d3 cold damage, quadruple damage to fire elementals).

SPLITTER (+2 MITHRIL SHIELD)

Enchanted with an illusion to mask its true nature, when found *Splitter* appears to be a mundane round, iron-bound shield. In reality, the shield is constructed of golden mithril and is a magic item of no small repute – having once been carried by a Lion of Mitra. Special Powers: *fly* 30', *levitate* (2/day, as per spell check result of 17), shield bash damage (1d6+2), splitter (1/day, *Splitter* can be used as a weapon against foes, as the wielder brings the weapon down from a high guard position upon the head of the unsuspecting foe's head inflicting 1d12+2 damage).

STAFF OF STORMS (+2 STAFF)

This gnarled +2 *staff* is made from lightning-struck wood and its special properties only function while outdoors.

Special Powers: *gust of wind* 2/day (+5 spell check, minimum spell check result of 18), *lightning bolt* (3/day, +5 spell check, minimum spell check result of 16), thunderclap (1/day), *weather control* (1/day, +7 spell check, minimum spell check result of 22).

Thunderclap: In place of an attack, the wielder may strike the ground to create a crack of thunder inflicting 3d7 to all enemies within 40' and knocking them prone (successful DC 15 Fortitude save negates being knocked prone).

SWORD OF GEORGE THE DRAGON SLAYER (+4 MITHRIL TWO-HANDED SWORD)

INT 13; AL L; Banes: dragons (Defender; +2 AC while facing bane), dragons (Extended critical threat range), dragons (Hardiness; when taking damage from the bane, wielder can make a Fort save (DC 20); success means the attack inflicts only half damage); Communication: telepathy; Special Purpose: slay dragons; SP infravision 120', regeneration 1/round, shed light 20', vorpal blade (on any critical hit, the wielder automatically decapitates enemy, causing instant death).

THE SWORD OF KROAN (+3 MITHRIL LONGSWORD)

The *sword of Kroan* is a mithril longsword with a slightly curved blade and a basket-hilt of iron, engraved with the symbol of the wealthy merchant house of Kroan (three coins, three fish, and three sheaves of wheat). A successful DC 14 Intelligence check related to history identifies this merchant house, based out of the city Mumchandar to the south.

The *sword of Kroan* barely has a personality and can't communicate aside from its empathy. Instead, it nudges its wielder, pointing its blade toward a secret door, or an object detected by one of its spells. Sometimes, this can be more frustrating for the wielder than actually helpful.

INT 9; AL C; Communication: empathy; Special Powers: detect secret doors within 60', detect traps within 30' (1/day).

TROLLBANE (+2 LONGSWORD)

INT 6; AL L; Bane: trolls (neutralization, successful hit negates regeneration for 1 day); Communication: empathy; Special Powers: flame brand (3/day, +1d6 damage).

NEW CURSES

CURSE OF HESITATION (MINOR CURSE)

Target and all allies within a 40′ radius suffer a -1 Luck penalty, are reduced to half movement, and act only every other round (as per *slow*, spell check result of 22). The curse can only be nullified with a *remove curse* (spell check result of 16+) so long as all of the stolen gems Insert (see area 1-35) are in the area of effect.

CURSE OF MENTAL DISPLACEMENT (MODERATE CURSE)

This curse is placed upon a specified area of 10′ x CL radius in size. It is invoked by the devouring of half of two separate human brains preceded by the following incantation:

> *Ego flee, and id be buried,*
> *Mental wit accosted and harried,*
> *Across the ether let them be ferried,*
> *And by a stranger's form be carried.*

The curse carries a -2 Luck penalty and causes the victim's mind to switch with that of another sentient being within a 50′ radius. The victim retains their non-physical attributes, but does not gain access to the new body's class abilities (with the sole exception of infravision). In addition, being in a different body is disorienting and makes actions difficult. Switched targets suffer a -5′ to movement and -1d penalty to all attack rolls, Reflex saves, and physically-based skill checks (including the use of thief skills).

The curse can be remedied only by way of *remove curse* or by slaying the witch who originally laid the curse upon the area. If there is only one victim of this curse, and thus not a second target for transference, the victim immediately falls into a coma for 24 hours before awakening, free of the curse's effect.

CURSE OF RACOX (MINOR CURSE)

Target, and all allies within the tomb of Racox, suffer a -1 Luck penalty and attackers gain a +2 bonus to damage rolls against them. The curse can only be nullified with a *remove curse* (spell check of 16+) or by Racox with his own two-handed sword.

DIVINE POX (MAJOR CURSE)

The victim immediately suffers a -2 penalty to their Luck and breaks out with divine pox. The disease has an onset time of 1d6 turns, with the pox spreading out from a super-infected area of red blisters in the shape of a human hand with spread fingers. For the next 7 days, the target develops extreme fatigue and soreness, suffering -2d to all attack rolls, saving throws, and skill checks (including spell checks). It may be cured by *lay on hands* (requiring 5 dice) or *remove curse* (spell check result of 27+), but the survivor will forever bear a hand shaped mass of scar tissue on their chest. If left unchecked, divine pox is fatal in 14 days. Those who perish from divine pox will rise as a **gravewight** at the next new moon.

LYCANTHROPY (MAJOR CURSE)

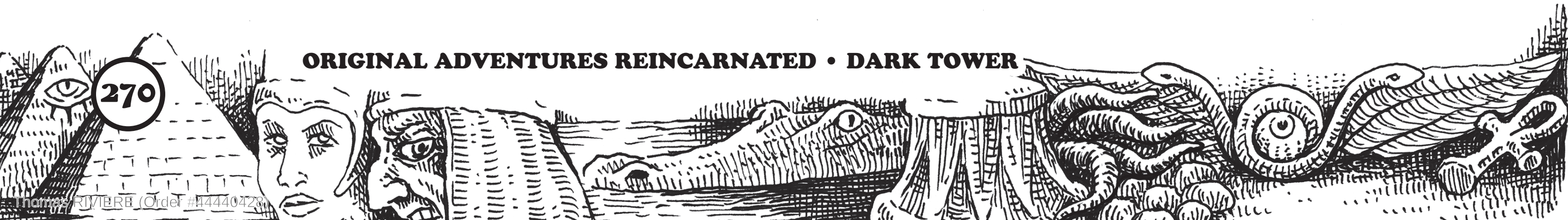
PCs cursed with lycanthropy immediately lose use of their Luck attribute, unable to spend Luck of any kind (such as fleeting Luck) but may still benefit from Luck used on their behalf (such as through the actions of a halfling). While the PC's true Luck attribute is unchanged, they are automatically treated as having 3 Luck for purposes of Luck checks (including recovering the body checks) and, if called for, are treated as having the lowest Luck in the party. Lifting the curse may only be done through the casting of a powerful *remove curse* spell (spell check result of 27+).

While lycanthropy refers only to the curse of the werewolf, it is also used as a blanket term for the various similar curses (arkothropy (bear), arourathropy (rat), etc.). While there are varied ways of placing, or falling under, these curses, they all share one method of transmission: being bitten. While other methods of inflicting the curse require a Will save as normal, victims who are bitten receive a Fortitude save (the difficulty of which varies based on the type of werecreature involved).

NEW DISEASES

DUNG-ROT

Until the disease is cured, the victim cannot regain hit points except by magical means, and the target's maximum hit points is reduced by 1d6 every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies. Infected individuals make a DC 14 Fortitude save 1/day, with a success meaning the disease has run its course.



NEW SPELLS

NEW WIZARD SPELLS

1st-Level	2nd-Level	3rd-Level
	Conjure Beasts	Make Potion
	Silence*	Mystic serpent*

NEW CLERIC SPELLS

1st-Level	2nd-Level	3rd-Level
Dispel darkness †	Poison touch	Mystic serpent
Profane flame	Snakeskin	
Putrefy food and drink ‡		
Serpent missile		
Silence		

As per cleric spell of same name. If the wizard version of the spell is a different spell level, the wizard receives a -2 penalty to spell checks when casting it. For example, *silence* is a 1st-level cleric spell but a 2nd-level wizard spell; therefore, when rolling on the spell table, the wizard applies a -2 penalty to spell checks. On a result of natural 1, the wizard suffers a 50% chance of major corruption *or* misfire, rolling on the generic tables as appropriate.

† *Dispel darkness* is the reverse of the 1st-level cleric spell *darkness*. A successful spell check negates *darkness* spell results of equal or lower value.

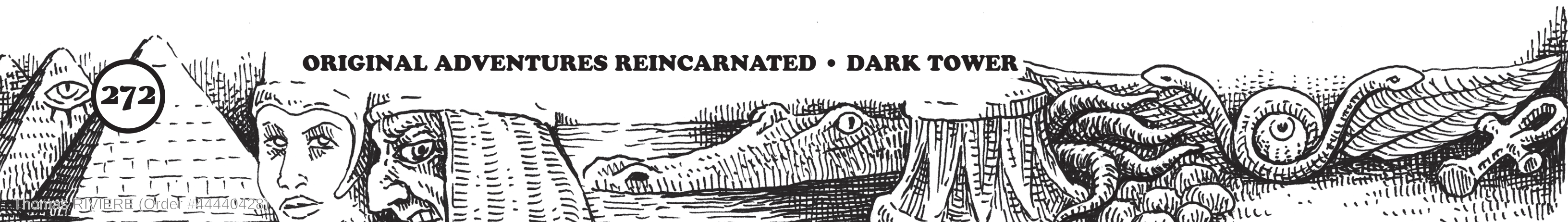
‡ *Putrefy food and drink* is the reverse of the 1st-level cleric spell *food of the gods.* It spoils an amount of food and beverage as would be created by an equal *food of the gods* spell check. The putrefaction radiates outwards from the caster until it has destroyed the appropriate amount of food and drink (limit 1 mile radius).

WIZARD SPELLS

Conjure Beasts

Level: 2 Range: 40′ Duration: 1 turn Casting Time: 1 round Save: None

General	The caster forcefully invokes and dominates animal spirits to summon forth an octad of a specific animal. When first summoning an animal, the caster must be familiar with the specific animal type being called forth and have some material remnant to expend in casting the spell (e.g., hair, fur, paw, tooth, skull, etc.). Once a specific spell check result has been called forth, it is forever linked to that animal type and may not be changed in future castings (i.e., spell check result of 14-15 might always result in the summoning of 8 housecats). The wizard may choose to invoke any effect of equal to or less than their successful spell check, allowing a range of options to produce a lower but potentially more useful result.
Manifestation	Roll 1d4: (1) a small cloud appears at ground level, depositing the animals before it dissipates; (2) lightning strikes down from the heavens and the animals appear accompanied by a crack of thunder; (3) a giant example of the animal steps through a hole in thin air and then breaks apart into 8 individual animals; (4) beginning near invisibly, the animals coalesce into being.
Corruption	Roll 1d8: (1) wizard takes on a minor facial trait of the animals they attempted to summon, such as whiskers, longer ears, cat eyes, etc.; (2) wizard's body takes on aspects of the animal they attempted to summon, such as fur, scales, tail, etc.; (3) wizard emits a burst of animal musk which humans find overpoweringly strong (-1 penalty to all Personality checks); (4) caster develops an allergy to the animal that they attempted to summon (itching sneezing, etc.) causing a -1 penalty to all attack rolls, skill and spell checks, and Fortitude saves while the animals are present; (5) minor; (6) major; (7-8) greater.
Misfire	Roll 1d4: (1) a single 1 HD animal appears, immediately attacking the caster; it fights until slain; (2) rather than summoning an animal, a topiary of the desired animal (player's choice) sprouts from the ground; (3) caster inadvertently transforms themselves into one of the animals available through their spell (judge's discretion). The caster retains their intellect, but in all other ways is a mundane animal. As the caster's mind remains human, they do not gain the ability to communicate with other animals of that type; (4) fur, bone, and viscera rain down on the caster, drenching them in the bloody remains.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint; (4+) misfire.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The caster summons a group of 8 mundane animals of a single type, and of less than 1 HD (for example 8 cats, mice, or snakes). The animals remain for up to one turn and obey the caster's commands within normal bounds – suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) or being directly attacked by the caster, have a 50% chance of releasing the animals from service, in which case they return from whence they came.
16-19	The caster summons a group of eight mundane animals of a single type, and of 1 HD or less. The animals remain for up to one turn and obey the caster's commands within normal bounds – suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) or being directly attacked by the caster, have a 50% chance of releasing the animals from service, in which case they return from whence they came.
20-21	The caster summons a group of eight mundane animals of a single type, and of 1 HD or less. The animals are peak specimens and have maximum hit points. The animals remain for up to one turn and obey the



	caster's commands without hesitation, including suicidal commands and those contrary to their nature. The animals will also submit to culling or sacrifice by the caster.
22-25	The caster summons a group of eight mundane animals of a single type of 2 HD or less. The animals remain for up to one turn and obey the caster's commands within normal bounds.
26-29	The caster summons a group of eight mundane animals of a single type of 2 HD or less. The animals are peak specimens and have maximum hit points. The animals remain for up to one turn and obey the caster's commands without hesitation
30-31	The caster summons a group of eight mundane animals of a single type of 3 HD or less. The animals remain for up to one turn and obey the caster's commands within normal bounds.
32-33	The caster summons a group of eight mundane animals of a single type of 3 HD or less. The animals are peak specimens and have maximum hit points. The animals remain for up to 1 turn and obey the caster's commands without hesitation
34+	The caster summons a group of eight mundane animals of a single type of 4 HD or less. The animals are peak specimens and have maximum hit points. Animals of 2 HD or less are prime specimens and inflict +1d damage when attacking. The animals remain for up to one turn and obey the caster's commands within normal bounds.

MAKE POTION

Potion	Minimum DC	Special Ingredients	Effect
Delusion	25	Skin from a giant octopus	This magical elixir can have a variable appearance, mimicking the appearance of another potion, noted in its description. It inflicts 2d3 Intelligence damage when imbibed (DC 25 Will save (half damage)).
Dragon control	40	A scale from a dragon aged 1,000+ years	For 2d3 rounds, the imbiber may dominate the will of a single dragon within 100', forcing it to do their will (DC 25 Will save negates).
Plant control	28	Ghost orchid pollen	For 1 hour, all plants within 30' obey the imbiber's commands, as follows: 1 or less HD = automatic; 2-4 HD = DC 16 Will save negates; 5+ HD = DC 12 Will save negates.
Portable hole	30	A summoned shadow	See New Magic Items.
Treasure finding	19	Dwarf mucus	For 1 turn, the imbiber gains the ability to sense gold or gems, as per a dwarf.

CLERIC SPELLS

PROFANE FLAME

Level: 1

Range: Varies

Duration: Instantanes

Casting Time: 1 action

Save: Fort vs. spell check negates Stamina loss

General	Calling upon dark powers associated with their deity, the cleric summons forth a despoiled flame to strike and enervate their foes. Fellow followers of the cleric's deity are immune to the effects of this spell. Only one Fortitude save is made per incidence of the spell, no matter how many rounds it might burn. The magical fire can only be extinguished via use of *dispel magic* or similar.
Manifestation	Roll 1d4: (1) the air fills with sickly green embers which, upon making contact with the target, explode into flames; (2) target spontaneously combusts with deep crimson flame; (3) deep purple flames flow from the eyes, ears, and mouth of the target; (4) unearthly black flames spring from the ground at the target's feet, spreading over their feet and upwards until they are engulfed.
1	Failure.
12-13	A single target within 20′ is enveloped in balefire for 1d3 damage.
14-17	Cleric calls down balefire on a single target within 20′, burning them for 1d3+1 Stamina loss for CL rounds.
18-19	Evil looking flames burn a single target within 30′, inflicting 1d3+1 Stamina loss for CL+1 rounds.
20-23	Profane flames ignite up to 3 targets within 30′, inflicting 1d3+1 Stamina loss for CL+1 rounds.
24-27	Up to three targets within 30′ are awash in unholy fire, suffering 2d3+1 Stamina loss for CL+2 rounds.
28-29	Cleric strikes up to five non-believers within 50′ with profane flames, suffering 2d3+1 Stamina loss for CL+2 rounds.
30-31	One target within 100′ flashes into a burning pillar of profane flame, suffering 5d3+CL Stamina loss.
32+	The cleric calls down the full wrath of their god. All targets within 50′ burn with profane flames, suffering 3d6 plus 1d3 Stamina loss.

SERPENT MISSILE

Level: 1 Range: 75′ Duration: Instantaneous Casting Time: 1 action Save: Varies

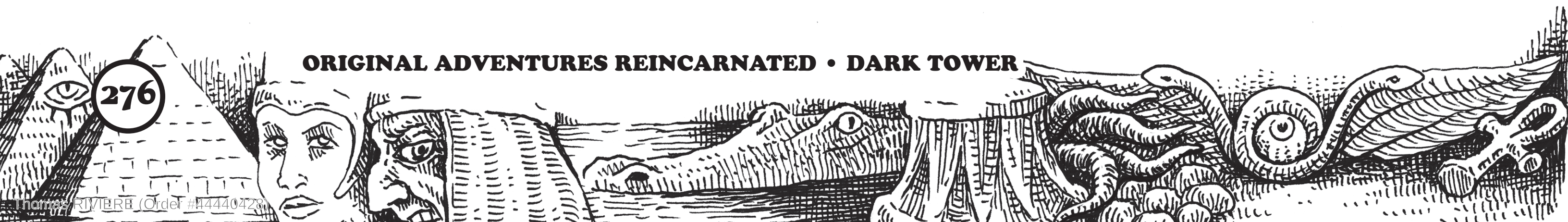
General	The cleric lashes out at their foes with glowing snakes made of energy, launched from their outstretched hand. The serpents automatically hit. Upon a successful spell check, the cleric may select a lower spell check result, adding an additional target struck for every two spell check results lower.
Manifestation	Roll 1d5: (1) blue cobra; (2) yellow rattlesnake; (3) orange viper; (4) scintillating asp; (5) red adder.

	Fort Save	**Succesful Save**	**Failed Save**
1-11	Failure		
12-13	DC 8	1d4 hp	2d4 hp
14-17	DC 10	1d8 hp	2d8 hp
18-19	DC 12	1d3 Agility (temporary)	1d6 Agility (temporary)
20-23	DC 14	1 Strength (temporary)	1d4 Strength (permanent)
24-27	DC 16	1d3 Stamina (temporary)	2d4 Stamina (permanent)
28-29	DC 18	1d6+CL hp	Blindness; if blinded, 2nd save or death
30-31	DC 20	1d8+CL hp	Death
32+	DC 22	1d3 Stamina (permanent)	Death

SILENCE

Level: W2/C1 Range: Varies Duration: CL turns or permanent Casting Time: 1 action Save: Will vs. spell check

General	The caster deadens sound, creating an area of unnatural silence. Clerics casting this spell gain deity disapproval on a failed result rather than suffering the listed effects.
Manifestation	None.
Misfire	Roll 1d3: (1) caster's voice is silenced for CL rounds; (2) sounds within 10′ of the caster become louder (-2d to Sneak Silently checks) for 1d4 rounds; (3) the sounds of the caster's own body are briefly amplified to a painful roar. The sound of the caster's own heartbeat inflicts 1d3 damage.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1) corruption; (2-3) patron taint (or corruption is no patron); (4+) misfire.
2-11	Lost. Failure.
12-13	Failure, but the spell is not lost.
14-15	The footfalls of the caster are dampened, equal to a Sneak Silently check result of 10.
16-19	Sound is muffled in a 10′ radius around the caster, allowing non-thieves to roll Sneak Silently checks as if trained (d20) and granting thieves and halflings a +4 bonus on such checks.
20-21	Sound is muffled in a 20′ radius around the caster, allowing non-thieves to Sneak Silently as if with a result of 20. Thieves and halflings trained in stealth are treated as having a Sneak Silently result of 30.
22-25	Caster creates a 10′ radius zone of silence within 100′. If cast upon a target, the zone will move with them, otherwise it remains stationary.
26-29	Caster deadens all sound in a 20′ radius area within 100′.
30-31	Total silence falls over a 50′ radius area within eyesight of the caster.
32-33	Caster designates an area within eyesight, creating a 100′ radius zone of permanent silence.
34+	Caster designates a target within eyesight, rendering them permanently silent and leaving them without voice. Wizards and elves can no longer cast their known spells, clerics are unable to turn unholy, pray, and cast spells. Each must learn new spells from mute practitioners of the arts.



Poison Touch

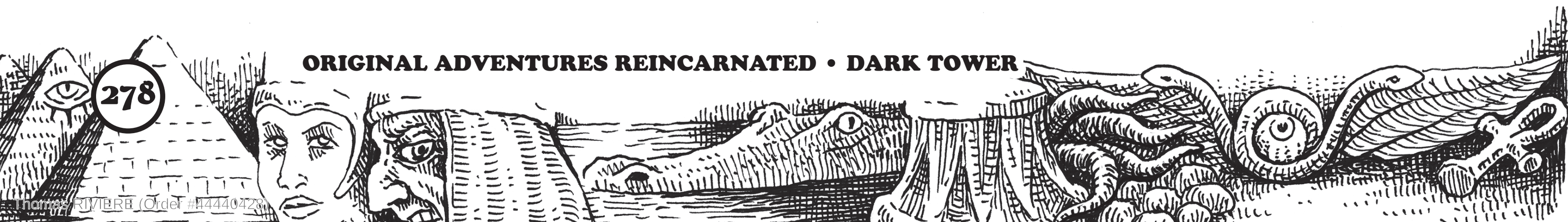
Level: 2	Range: Touch	Duration: Varies	Casting Time: 1 action	Save: Ref vs. spell check partial (see below)

General	A cleric's touch delivers poison to their target.
Manifestation	Roll 1d4: (1) the cleric's hands turn bright red; (2) the fingers of the cleric's hands are transformed into snakes; (3) the cleric's hands glow a sickly green; (4) the cleric's hands become scaled.
1-13	Failure. The cleric's disapproval increases by +2.
14-15	The cleric's hands are coated with glistening, blinding contact poison. On the next round, a creature struck by the cleric suffers 1d3+CL damage and is struck blind for 1d3 rounds (Ref save negates blindness).
16-19	The cleric's hands are coated with glistening, blinding contact poison. On the next round, a creature struck by the cleric suffers 1d6+CL damage and is struck blind for 1d3+CL rounds (Ref save reduces effect to 1d4 damage).
20-21	The cleric's hands are coated with glistening, blinding contact poison. For the next 1d5+CL rounds, a creature struck by the cleric suffers 1d8+CL damage and is permanently blinded (Ref save reduces blindness to 2d3+CL rounds).
22-25	The cleric's hands are coated with glistening, paralytic contact poison. For the next turn, creatures struck by the cleric suffer 2d5+CL damage and are paralyzed for 1d5+CL rounds (Ref save negates paralyzation).
26-29	The cleric's hands are coated with glistening, paralytic contact poison. For the next turn, creatures struck by the cleric suffer 2d7+CL damage and are paralyzed for 2d3+CL rounds (Ref save negates paralyzation).
30-31	The caster's hands are coated with potent contact poison! For the next turn, a creature struck by the cleric suffers 2d7+CL damage and loses 1d3 temporary Strength (Ref save for half Strength damage (minimum 1)). For creatures without ability scores, reduce attack and damage rolls by -1 instead of inflicting Strength loss.
32-33	The caster's hands are coated with potent contact poison! For the next hour, a creature struck by the cleric suffers 2d7+CL damage and loses 1d6 temporary Strength (Ref save for half Strength damage). For creatures without ability scores, reduce attack and damage rolls by -2 instead of inflicting Strength loss (-1 on a successful save).
34+	The caster's hands are coated with deadly contact poison! On the next round, a creature struck by the cleric is slain. A successful Ref save reduces the effect to permanent CL Stamina loss. For creatures without ability scores, reduce attack and damage rolls by -1 instead of inflicting Stamina loss.

SNAKESKIN

Level: 2 Range: Touch Duration: Varies Casting Time: 1 action Save: N/A

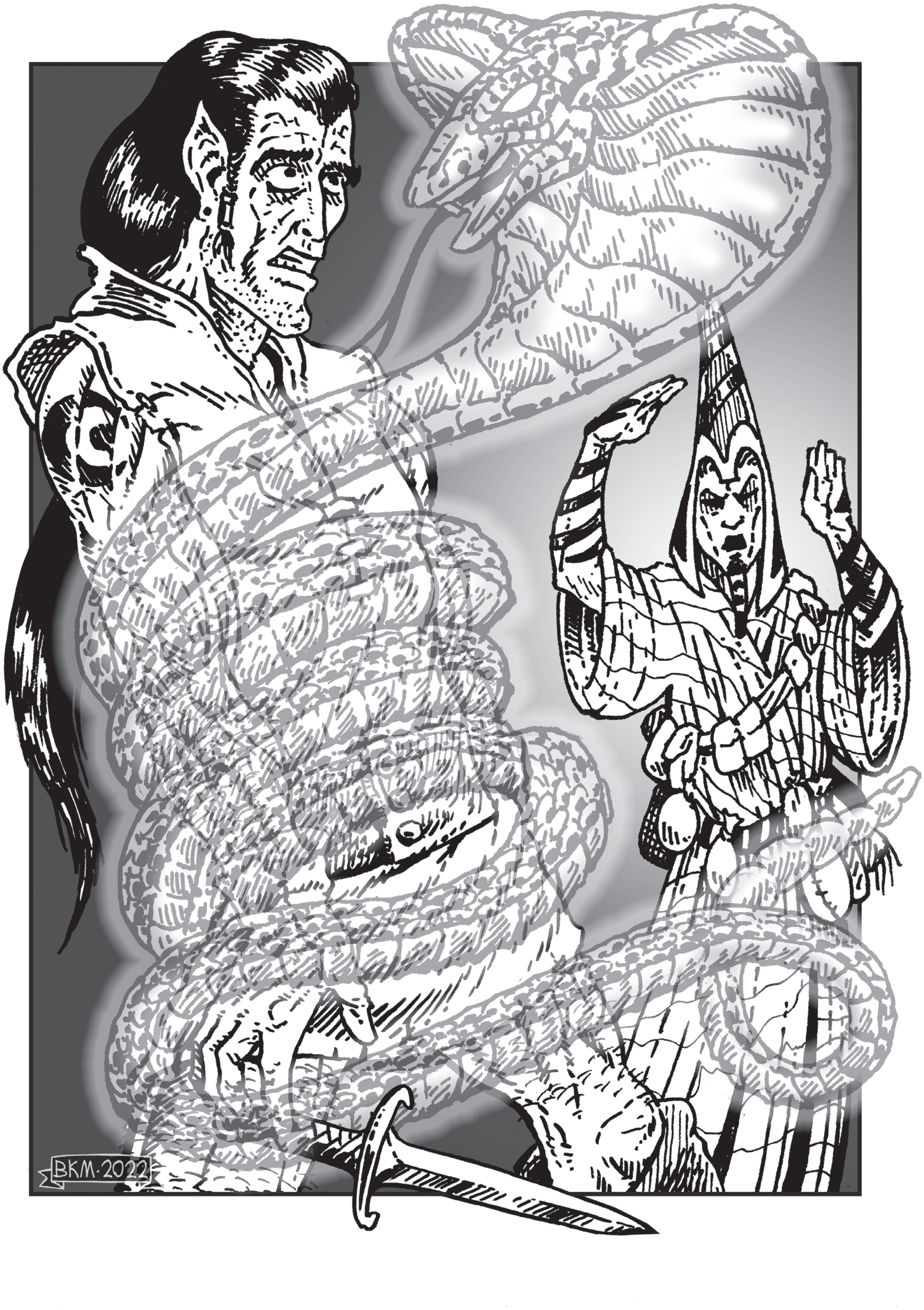
General	The cleric calls upon their god to provide them with protection. Successive castings of the spell do not stack. Instead, the highest spell check result remains in effect. Note: Chaotic gods do not like to be tested in such a way and, in such cases, the cleric suffers an automatic +1 to their disapproval for each additional casting.
Manifestation	The cleric's body is covered with brightly colored snake scales. Roll 1d10: (1) crimson; (2) orange; (3) golden; (4) pale green; (5) cerulean blue; (6) indigo; (7) plum; (8) white; (9) iridescent; (10) striped, roll again twice (this result may be rolled more than once).
1-13	Failure.
14-15	The cleric receives an AC bonus of +CL for 1 turn.
16-19	The cleric receives an AC bonus of +CL and gains a +2 bonus to saving throws made against poison for 1 turn.
20-21	The cleric receives an AC bonus of +CL and gains a +1d bonus to saving throws made against poison for 1 turn.
22-25	The cleric receives an AC bonus of +(1+CL) and gains an immunity to poison for 2 turns.
26-29	The cleric receives an AC bonus of +(1+CL), damage suffered from unholy sources is reduced by 1 point (minimum damage 1 point per die), and they receive an immunity to poison for 3 turns.
30-31	The cleric receives an AC bonus of +(2+CL), damage suffered from unholy sources is reduced by 1 point (minimum damage 1 point per die), and they receive immunity to poison and acids (including digestive) for 1 hour.
32-33	The cleric receives an AC bonus of +(2+CL) and damage suffered from unholy sources is reduced by 2 points per die (minimum damage 1 point per die) for the next hour. Further the cleric is granted immunity to poison and acids (including digestive) and magic resistance (+2 to all saving throws made against spells and magical effects).
34+	The cleric receives an AC bonus of +(3+CL) and damage suffered from unholy sources is reduced by 3 points per die (minimum damage 1 point per die) for the next 24 hours. Further the cleric is granted immunity to poison and acids (including digestive) and magic resistance (+5 to all saving throws made against spells and magical effects).



MYSTIC SERPENT

Level: 3 Range: 20′ Duration: 1d3+CL rounds Casting Time: 1 action Save: see below

General	The cleric summons forth a shimmering amber or green incorporeal serpent, coiled and ready to strike. The translucent serpent is at least 40′ long. Creatures can pass through the serpent with ease, although they sense a tingling of energies when they do so.
Manifestation	A shimmering, incorporeal serpent, of the type described below and deriving its coloration from the cleric's alignment: (Lawful) bright yellow; (Neutral) deep blue; (Chaotic) sickly green.
1-15	Failure.
16-17	The summoned serpent energies are unable to move but may strike at targets within 20′. Atk bite +10 melee (1d6).
18-21	The summoned energies take the form of a giant boa constrictor, which can move 40′ per round. Atk bite +10 melee (1d6 plus constrict). Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (+1d to attacks against the grappled target) and also constricts the same target for an automatic 1d6 damage.
22-23	The summoned energies take the form of a giant viper, which can move 40′ per round. Atk bite +8 melee (3d6 plus poison (DC 12 Fort save or 1d4 Stamina loss)).
24-26	The summoned energies take the form of a giant hooded cobra, which can move 40′ per round. Atk bite +6 melee (2d4 plus poison (DC 20 Fort save or death)).
27-31	The summoned energies take the form of a massive, 60′ long, boa constrictor, which can move 30′ per round. Bite +14 melee (2d6 damage + constrict). Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (+1d to attacks against the grappled target) and also constricts the same target for an automatic 2d6 points of damage.
32-33	The summoned energies take the form of a massive, 60′ long giant king cobra, which can move 30′ per round. Atk bite +10 melee (2d8 plus poison (DC 24 Fort save or death)).
34-35	The summoned energies take the form of a colossal, 80′ long python, which can move 25′ per round. Atk bite +12 melee (1d10+2 plus swallow whole). If the python succeeds in a bite attack, it can make another bite attack that same round to attempt to swallow the target. If the second bite attack succeeds, the target does not suffer additional damage but is now trapped, visibly floating within the snake's translucent body. The python squeezes the victim, automatically inflicting 1d5+2 damage each round thereafter as the snake attacks other prey. A trapped creature may be pulled free by reaching in and grabbing them while succeeding in a DC 12 Strength check. The python may swallow up to three--- human-sized targets.
36+	The summoned energies take the form of a 100′ long titanboa, which can move 20′ per round. Atk bite +15 melee (1d14+5 plus swallow whole). If the titanboa succeeds in a bite attack, it can make another bite attack that same round to attempt to swallow the target. If the second bite attack succeeds, the target does not suffer additional damage but is now trapped, visibly floating within the snake's translucent body. The titanboa squeezes the victim, automatically inflicting 1d7+5 damage each round thereafter as the snake attacks other prey. A trapped creature may be pulled free by reaching in and grabbing them while succeeding in a DC 15 Strength check. The titanboa may swallow up to three human-sized targets.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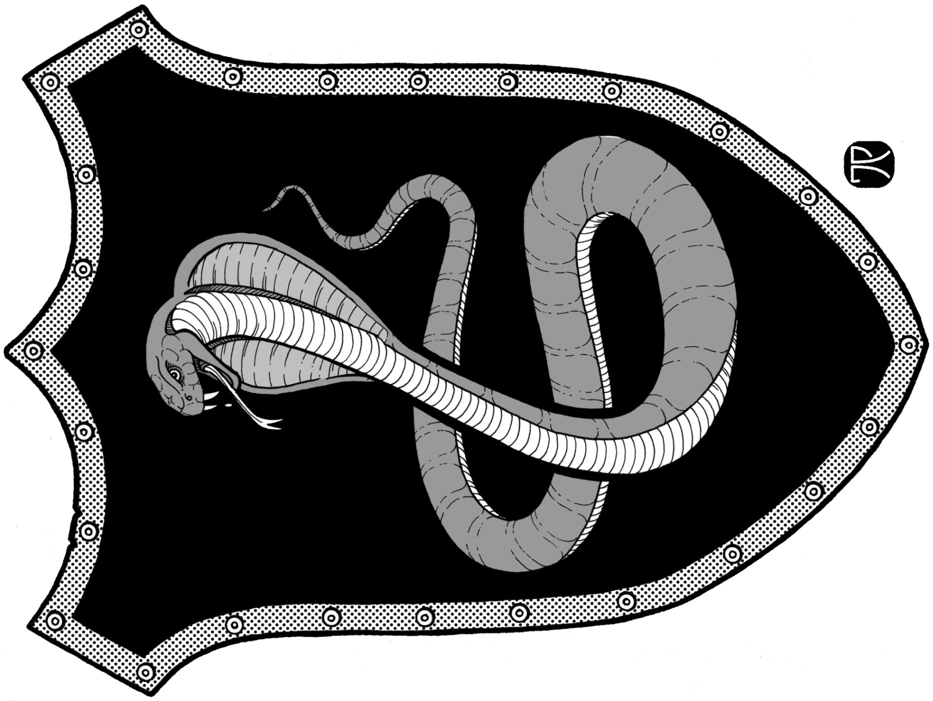
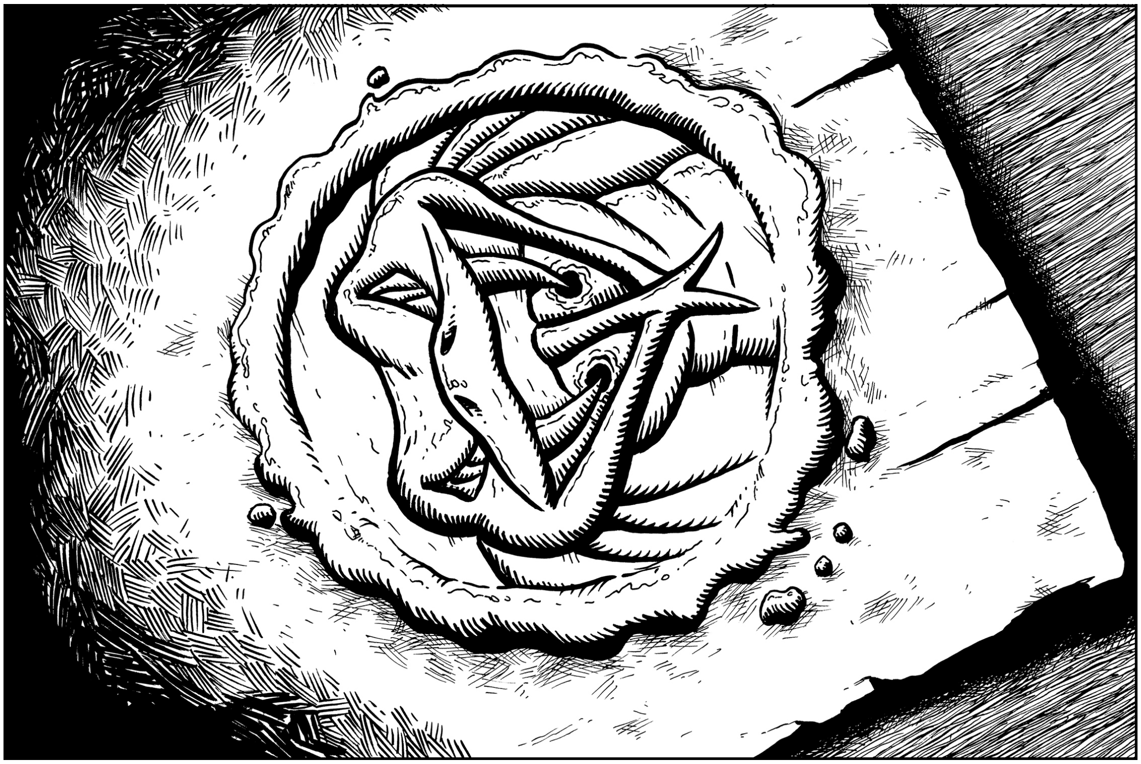
APPENDIX E

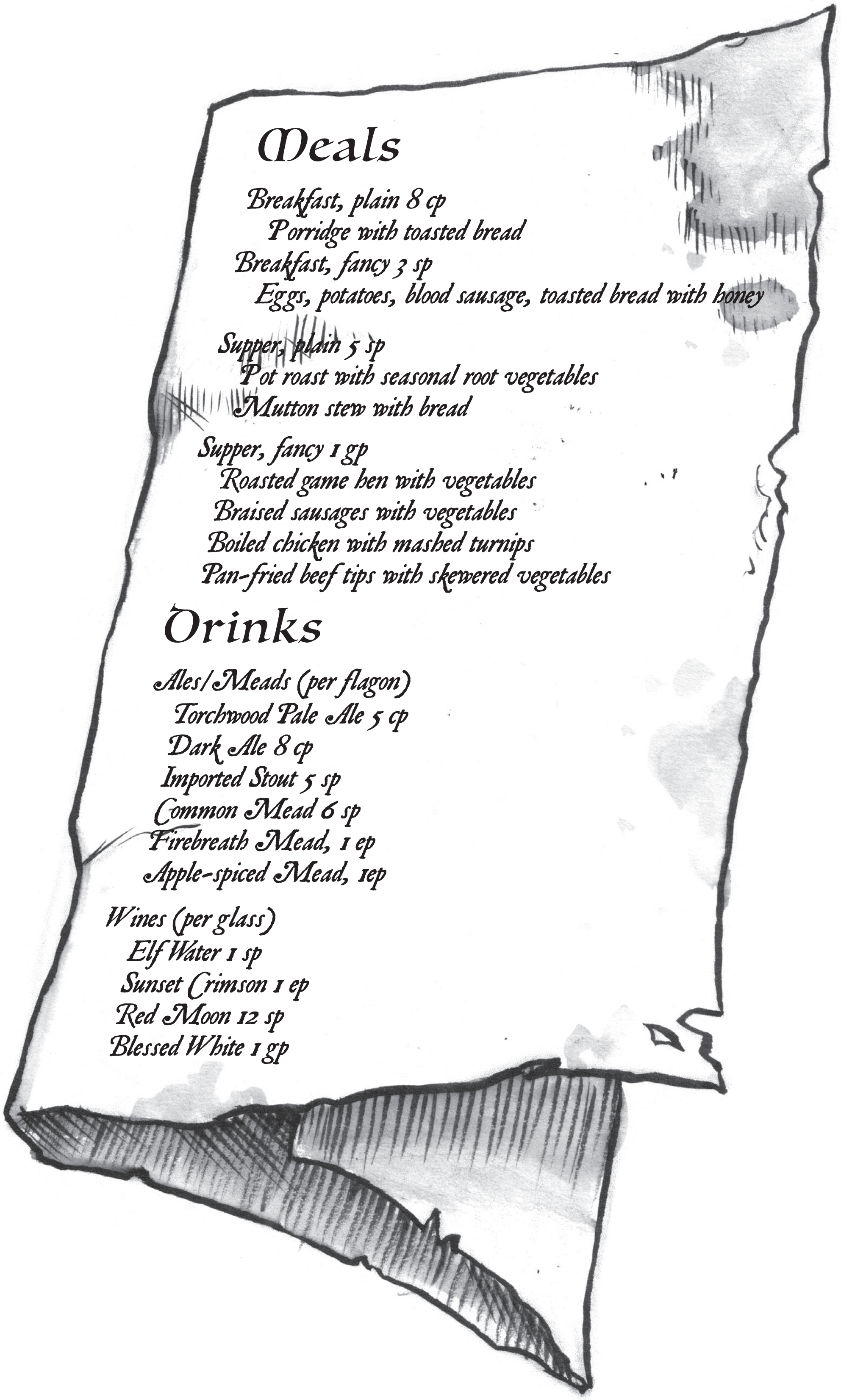
PLAYER HANDOUTS



HANDOUT #1



HANDOUT #2



Meals

Breakfast, plain 8 cp
Porridge with toasted bread
Breakfast, fancy 3 sp
Eggs, potatoes, blood sausage, toasted bread with honey

Supper, plain 5 sp
Pot roast with seasonal root vegetables
Mutton stew with bread

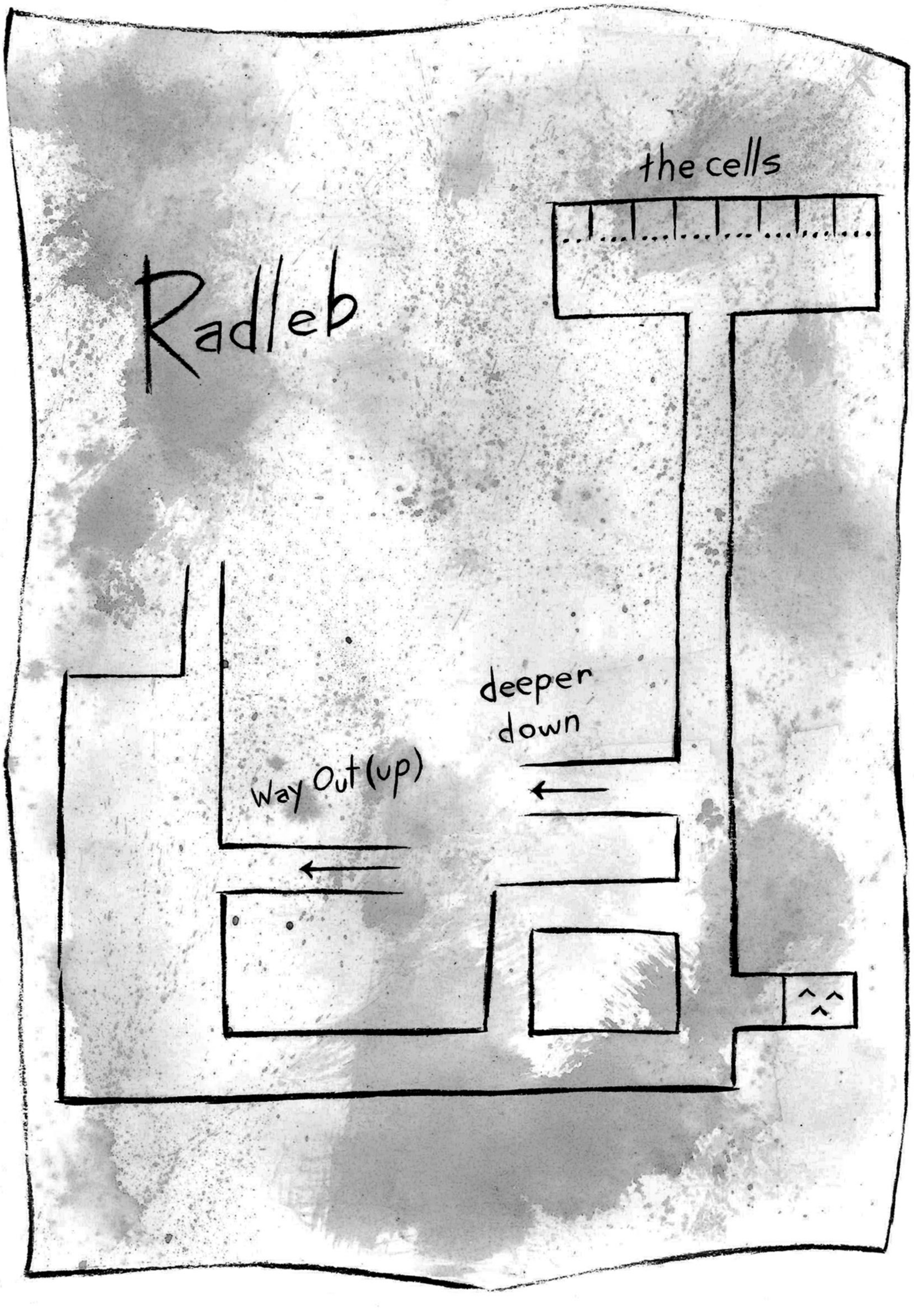
Supper, fancy 1 gp
Roasted game hen with vegetables
Braised sausages with vegetables
Boiled chicken with mashed turnips
Pan-fried beef tips with skewered vegetables

Drinks

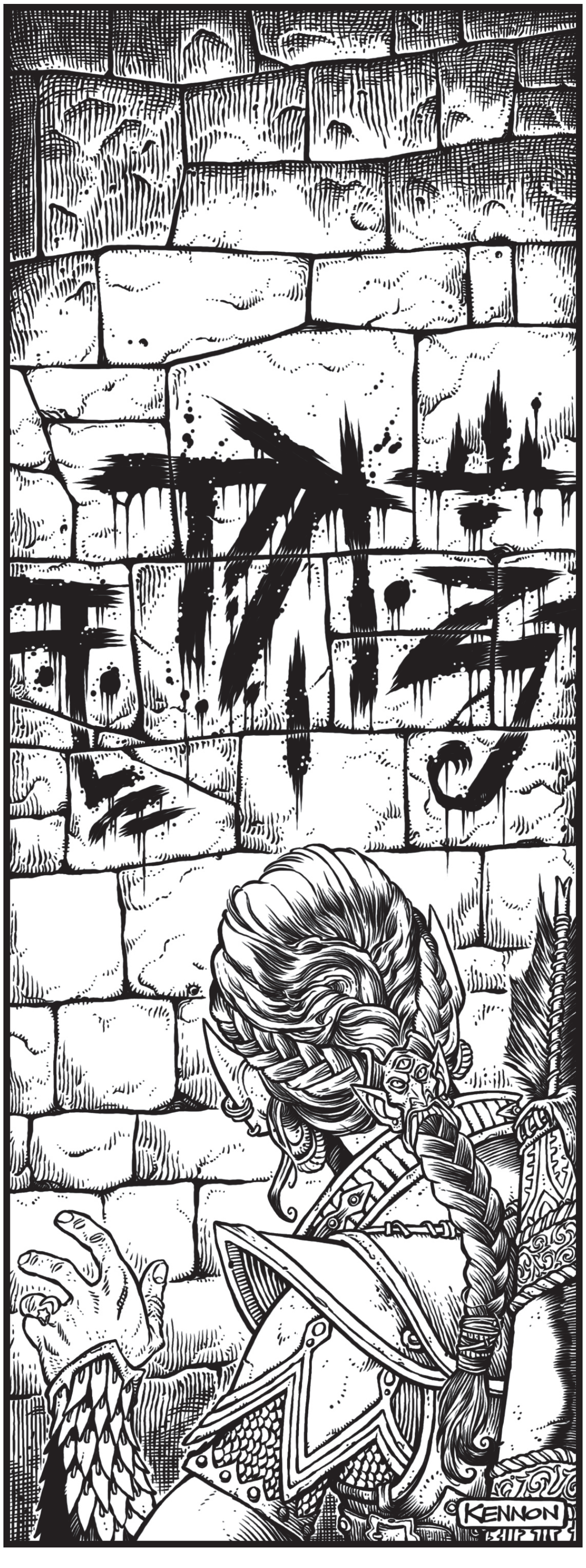
Ales/Meads (per flagon)
Torchwood Pale Ale 5 cp
Dark Ale 8 cp
Imported Stout 5 sp
Common Mead 6 sp
Firebreath Mead, 1 ep
Apple-spiced Mead, 1ep

Wines (per glass)
Elf Water 1 sp
Sunset Crimson 1 ep
Red Moon 12 sp
Blessed White 1 gp

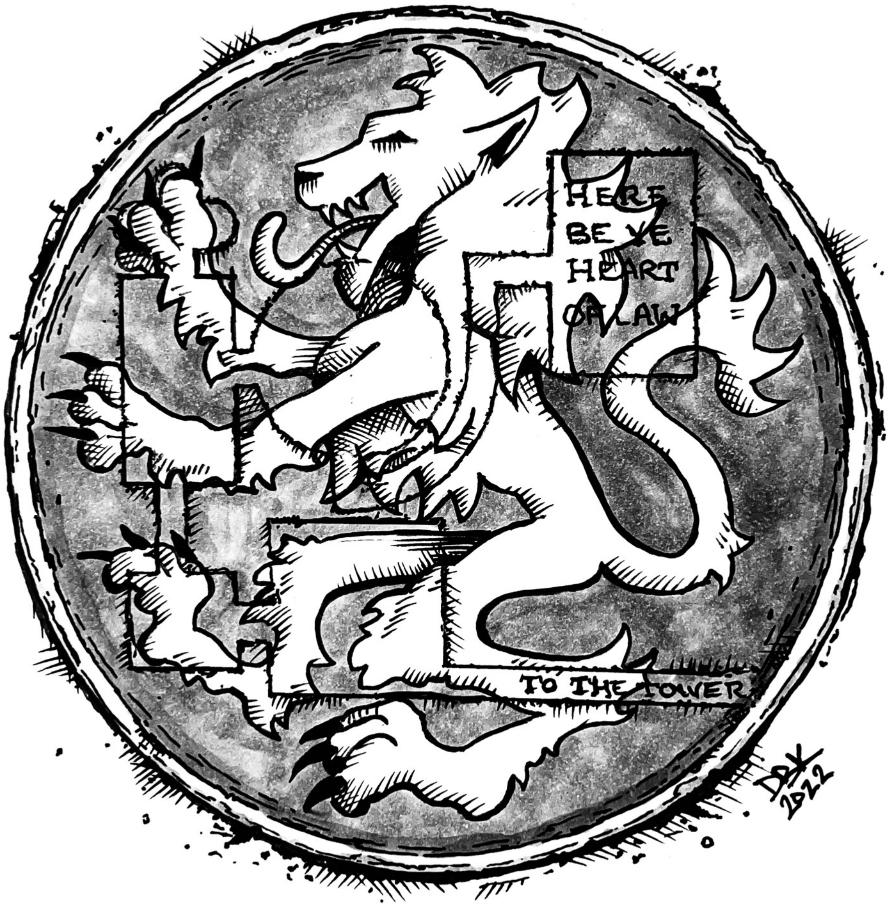
HANDOUT #3


the cells
Radleb
deeper down
Way Out (up)

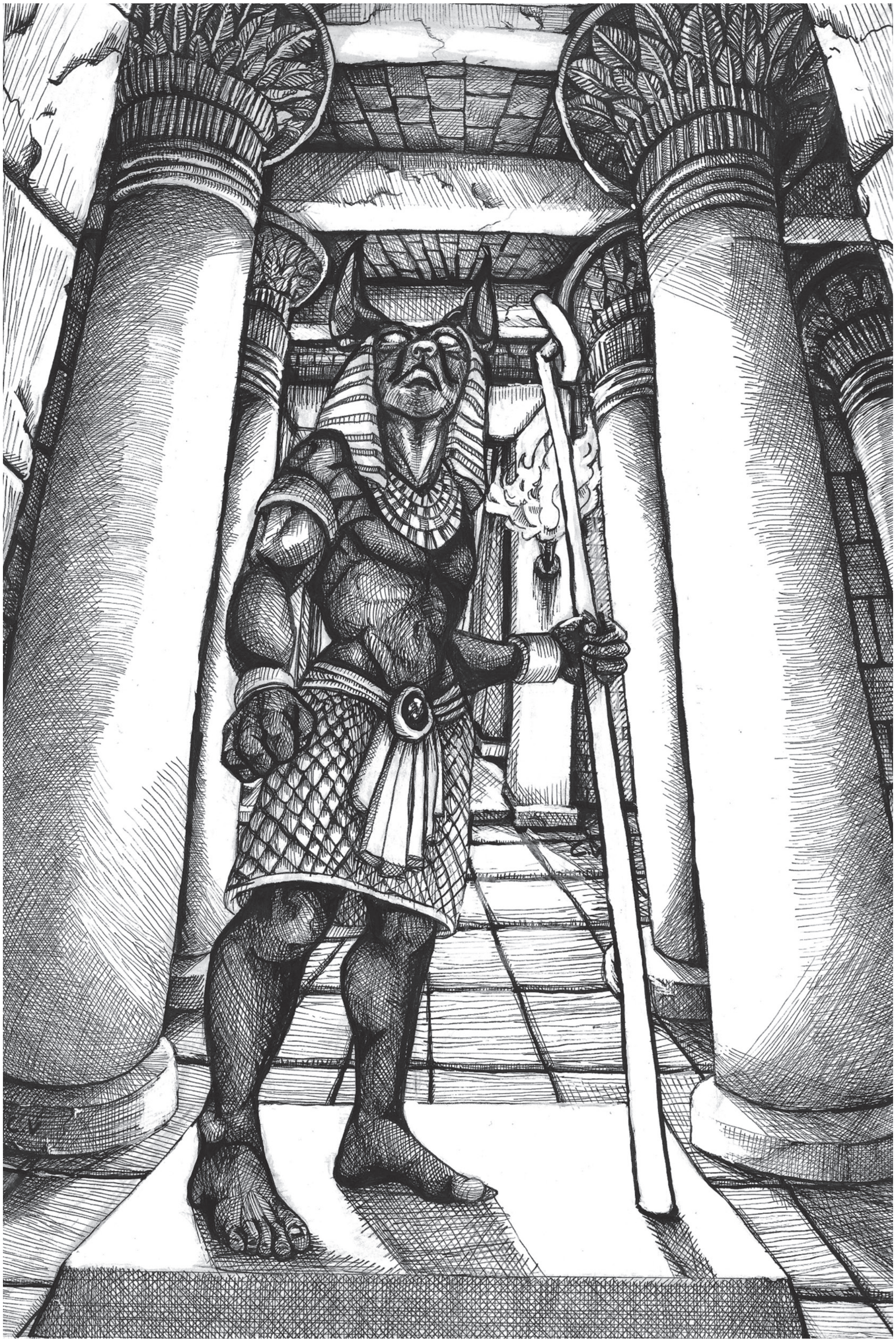
HANDOUT #4



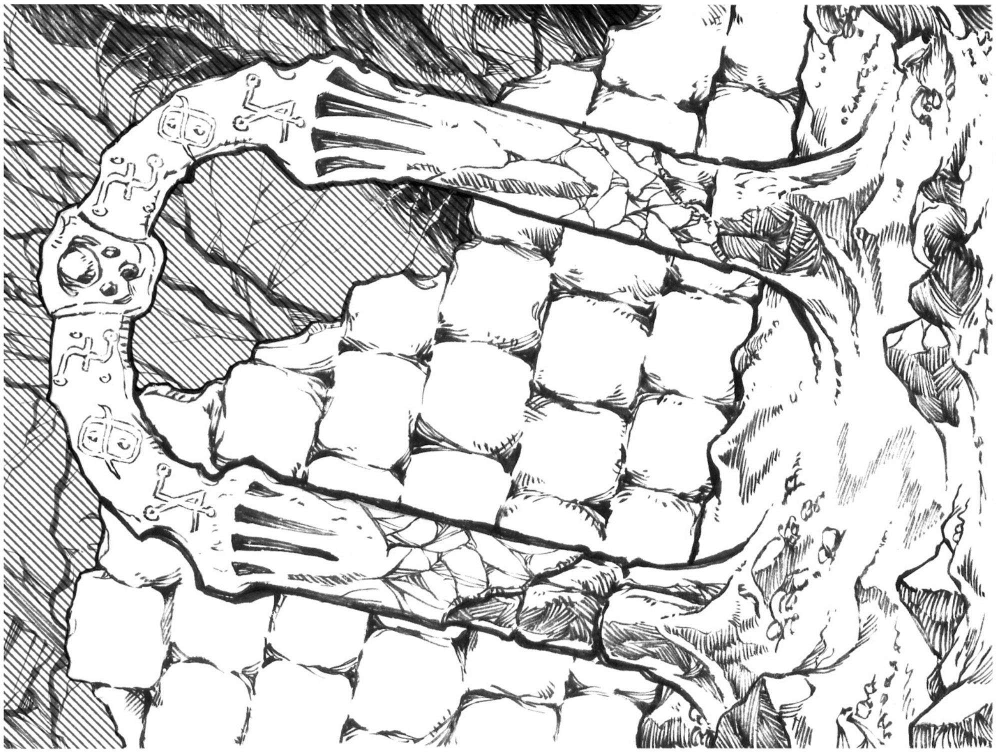
HANDOUT #5


HERE
BE YE
HEART
OF LAW
TO THE TOWER
DDK
2022

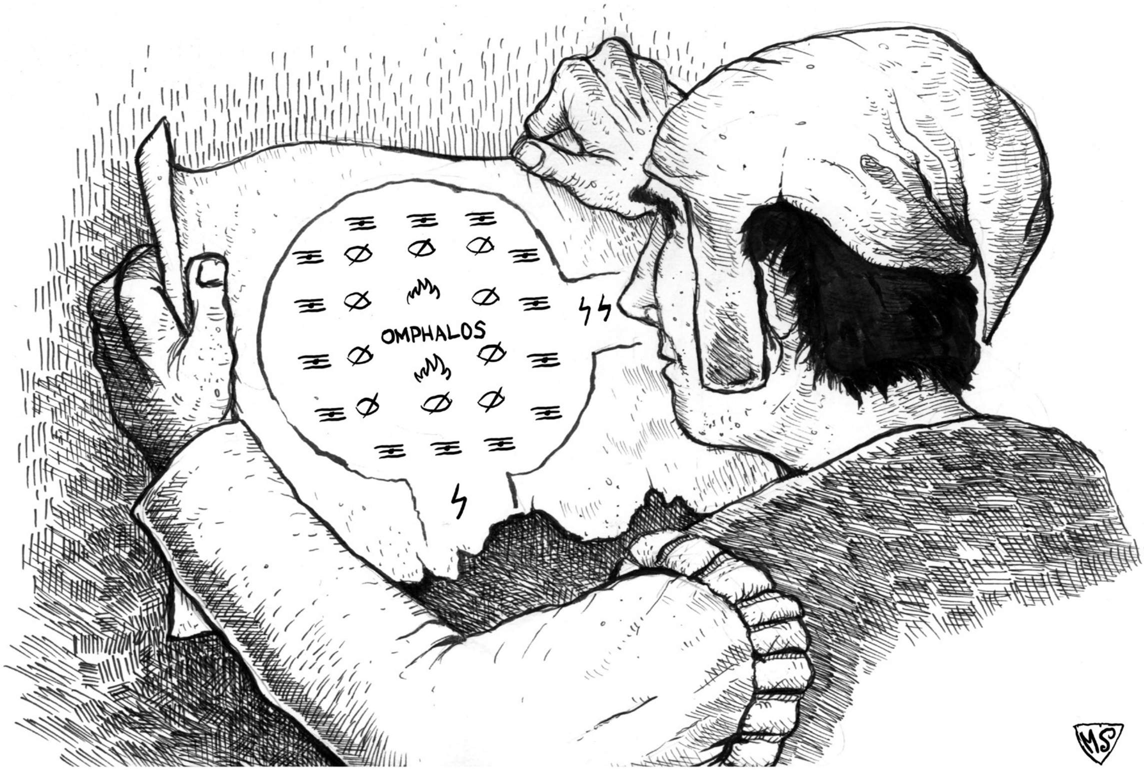
HANDOUT #6



HANDOUT #7

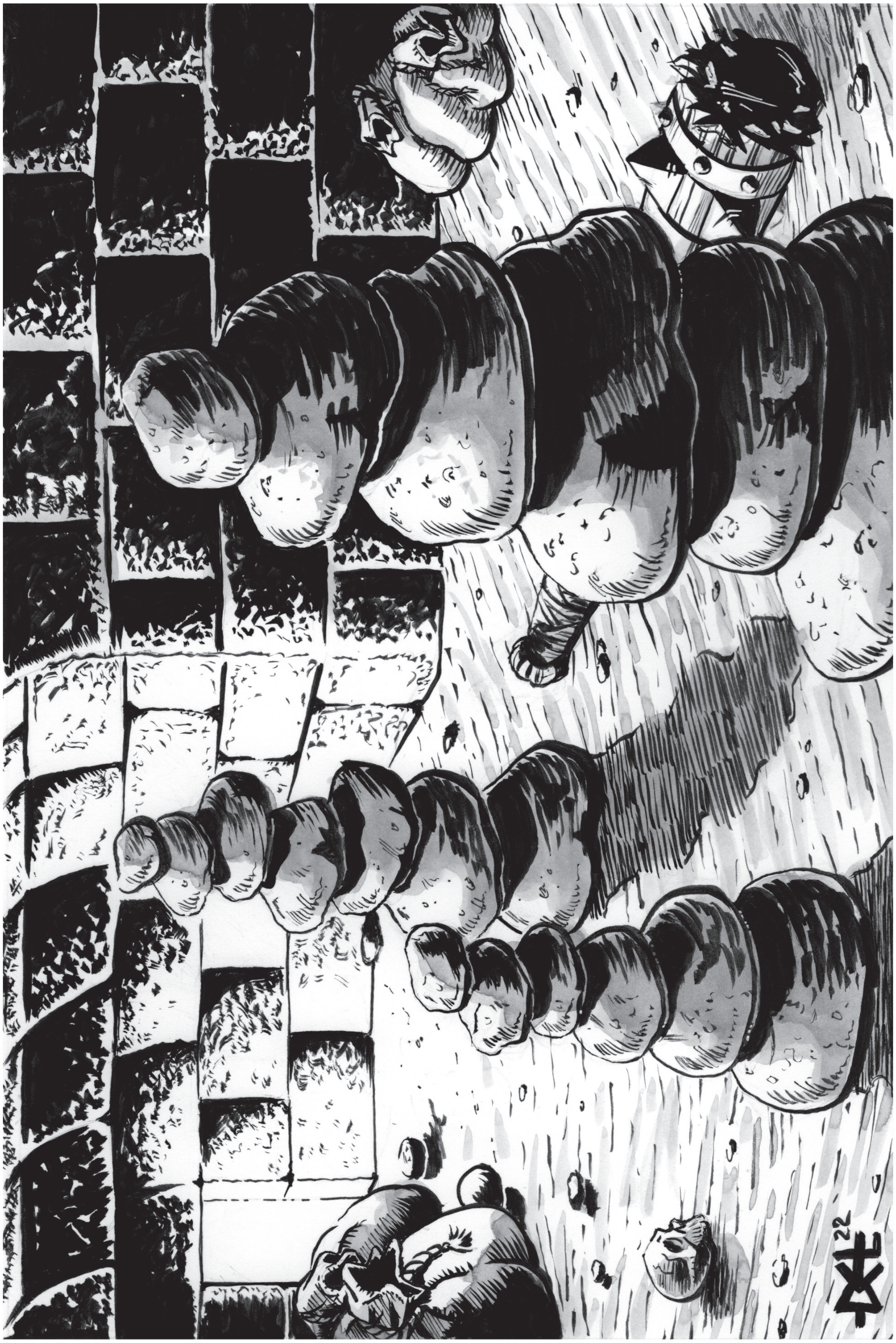


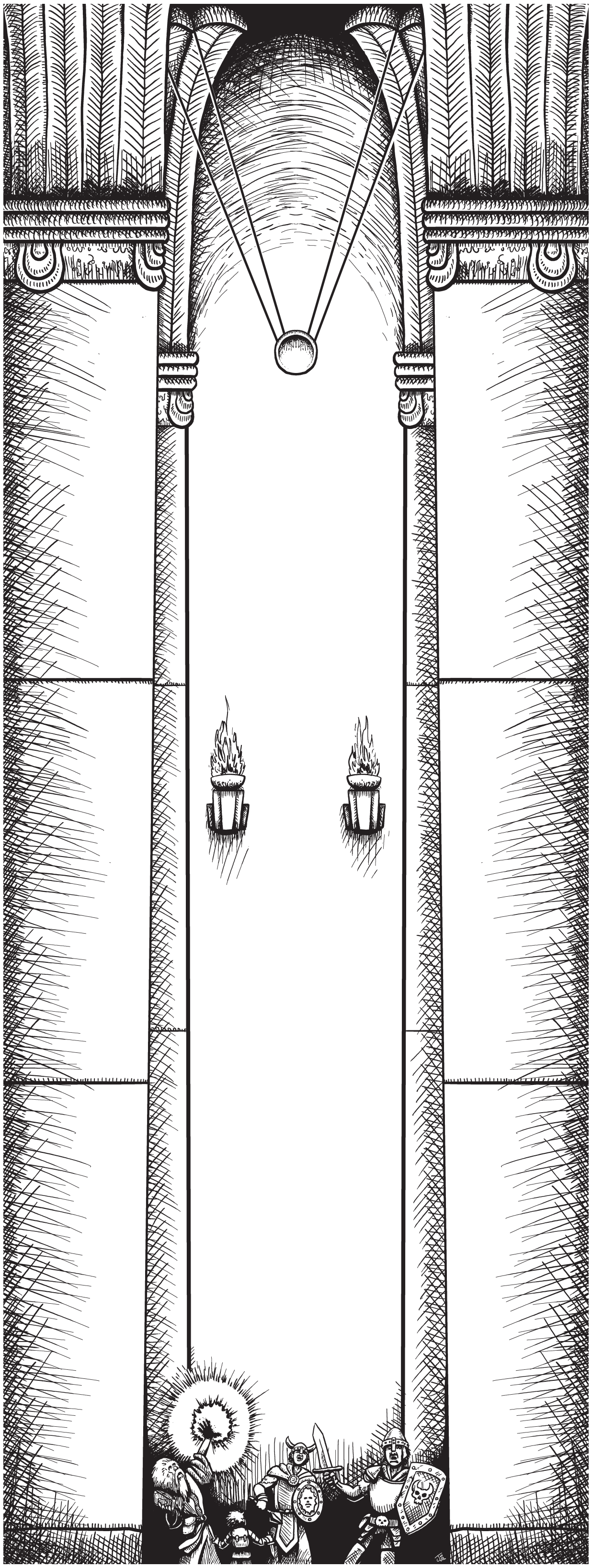
HANDOUT #8


OMPHALOS
MS

HANDOUT #9

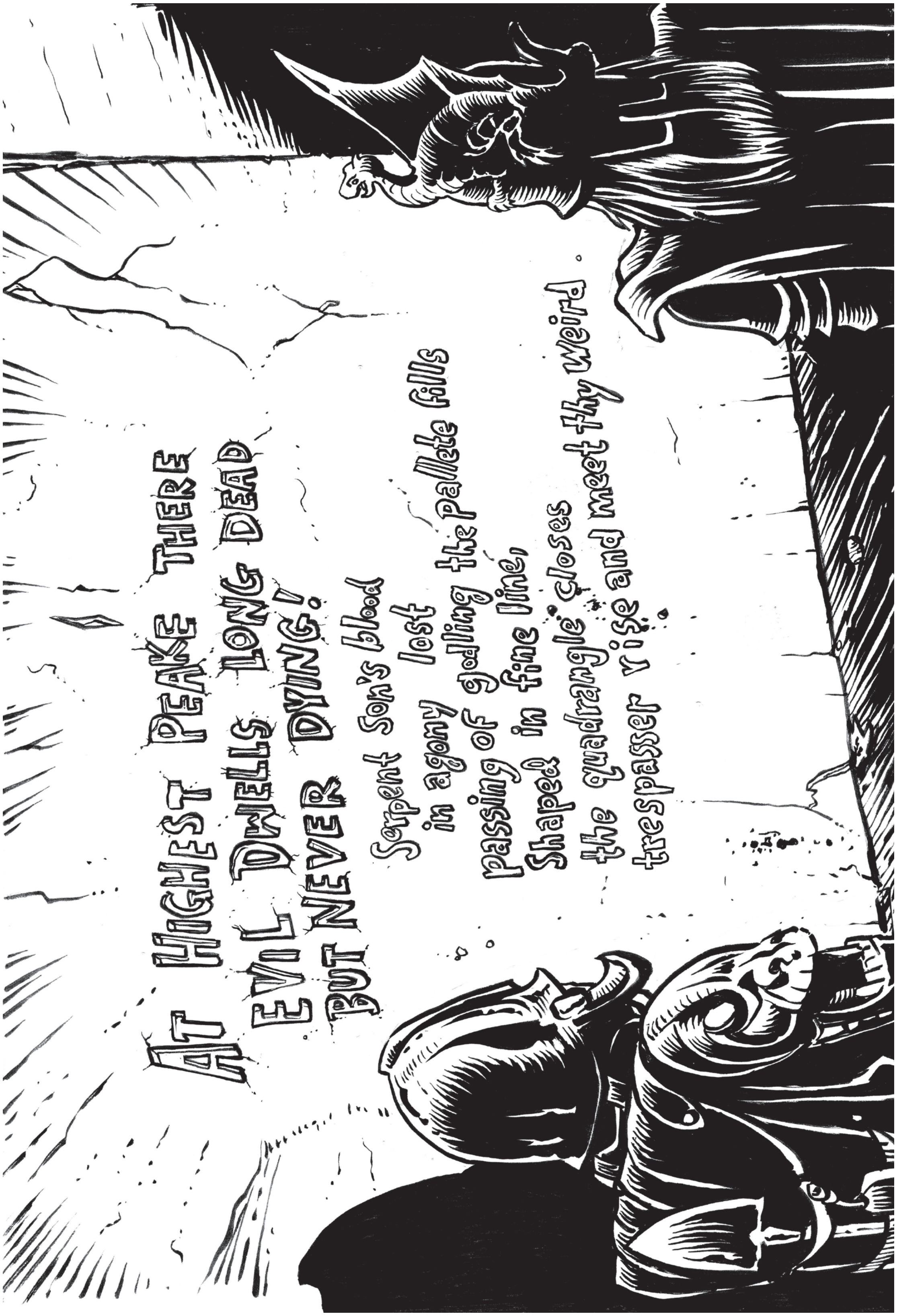
HANDOUT #10

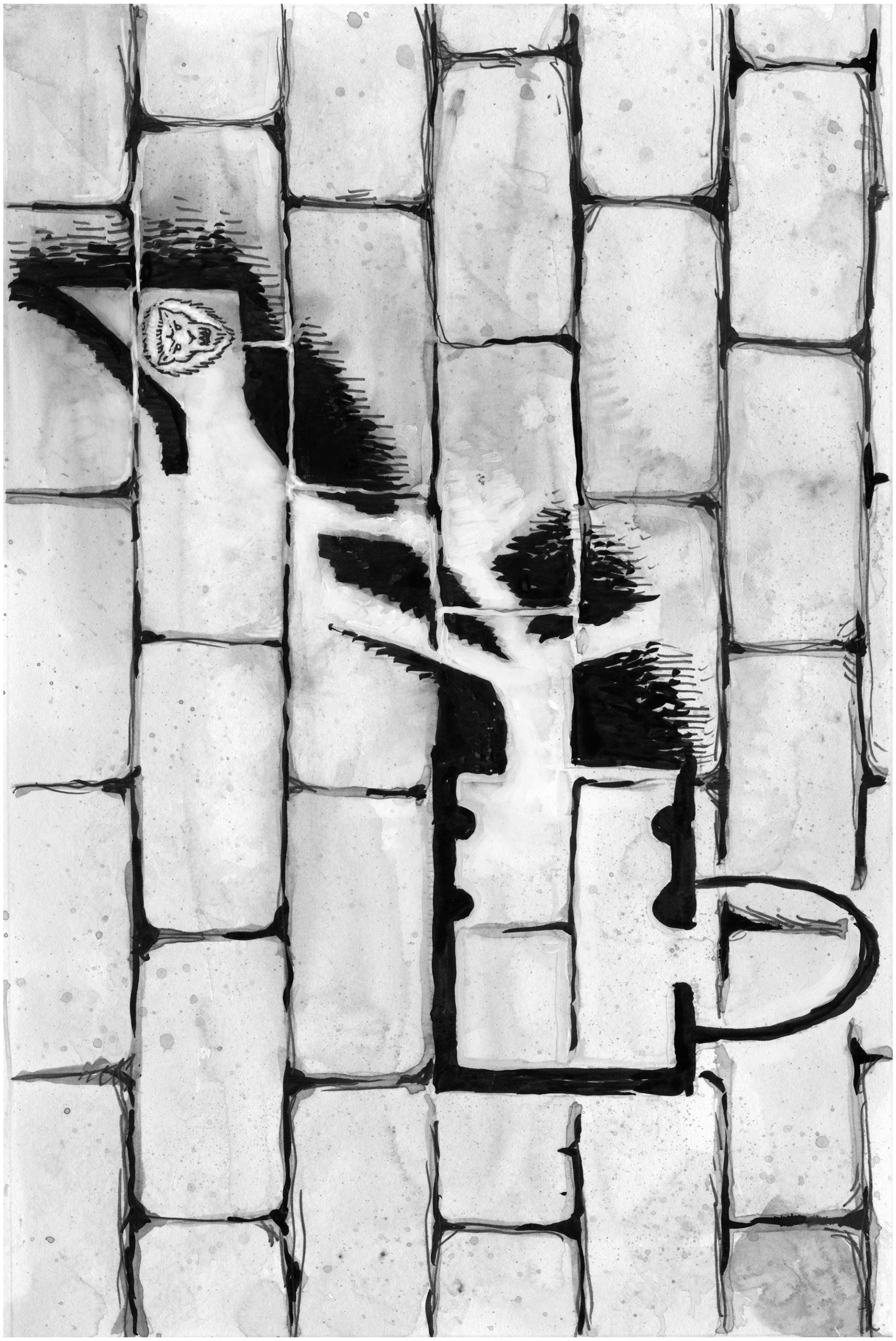




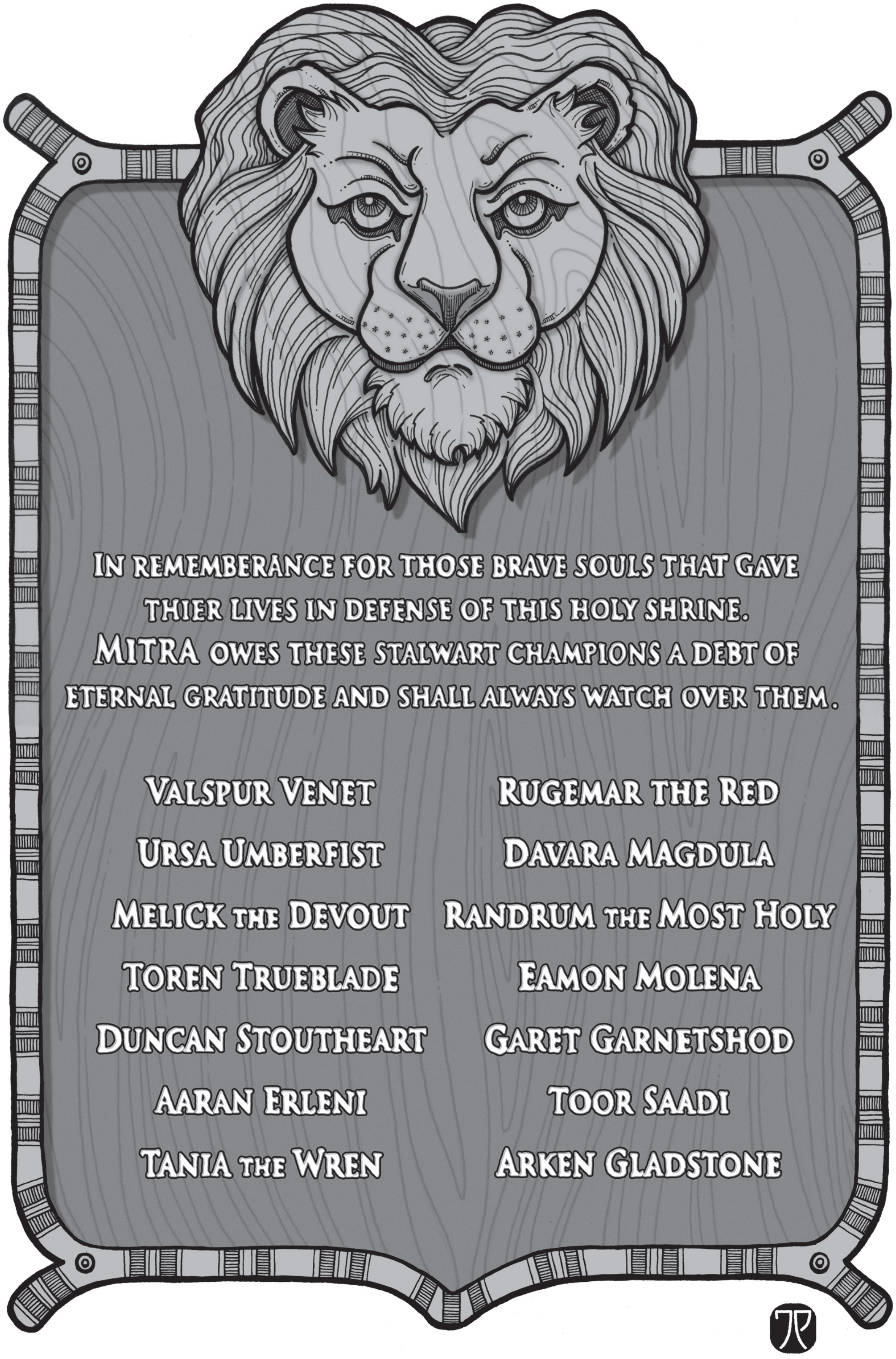
HANDOUT #11

HANDOUT #12


AT HIGHEST PEAKE THERE
EVIL DWELLS LONG DEAD
BUT NEVER DYING!
Serpent Son's blood
in agony lost
passing of godling the pallete fills
Shaped in fine line,
the quadrangle closes
trespasser rise and meet thy weird.



HANDOUT #13

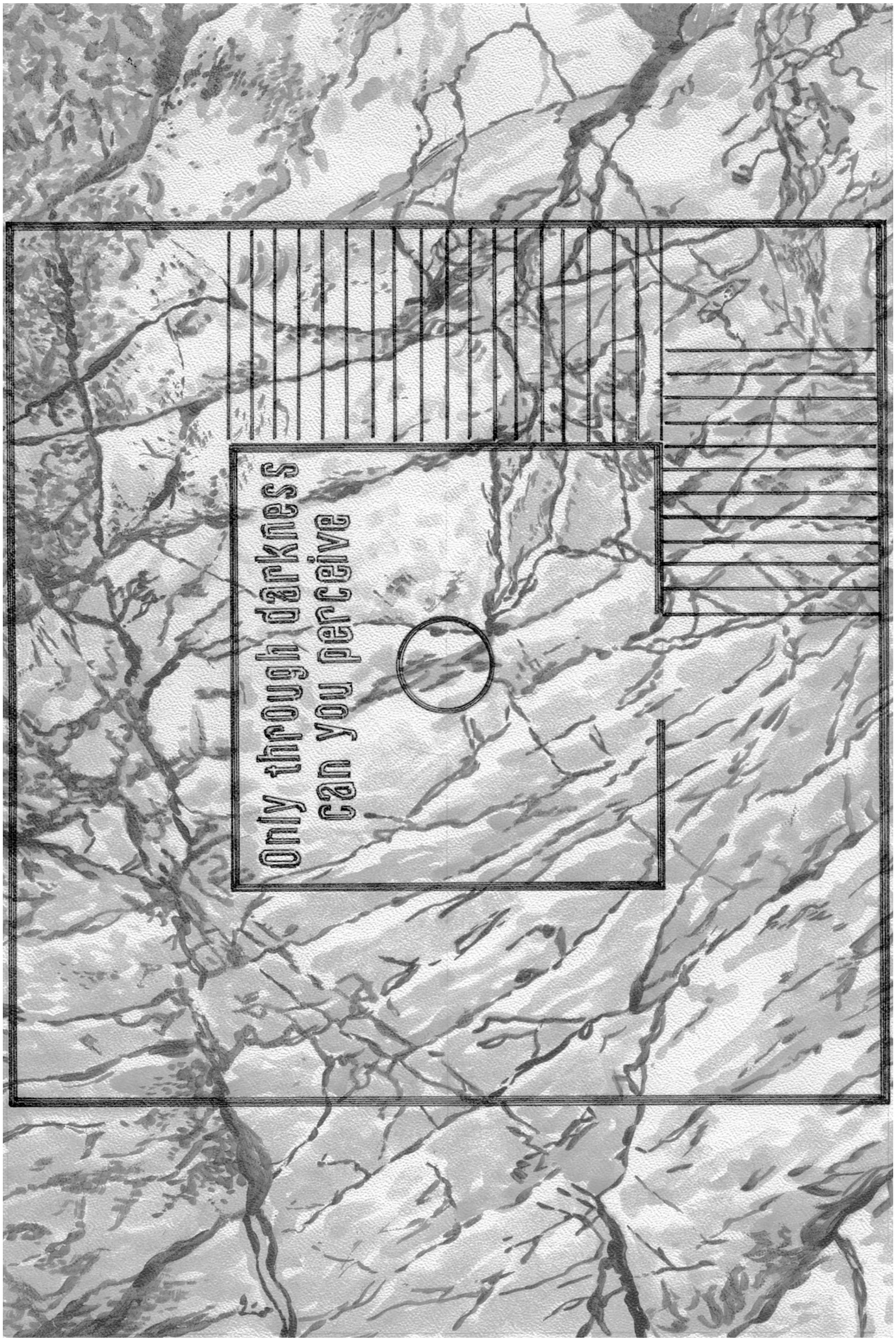


IN REMEMBERANCE FOR THOSE BRAVE SOULS THAT GAVE THIER LIVES IN DEFENSE OF THIS HOLY SHRINE. MITRA OWES THESE STALWART CHAMPIONS A DEBT OF ETERNAL GRATITUDE AND SHALL ALWAYS WATCH OVER THEM.

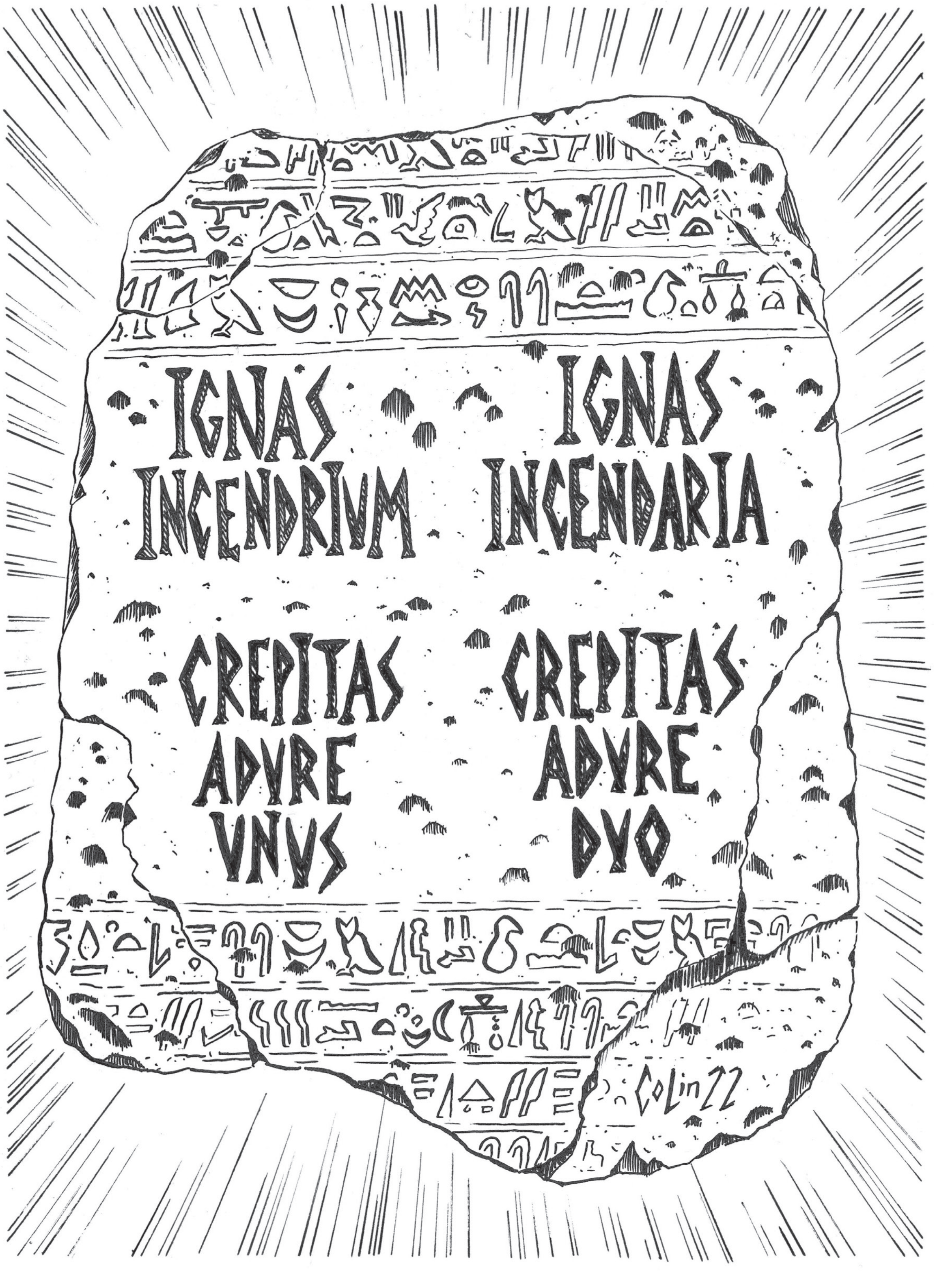
VALSPUR VENET
URSA UMBERFIST
MELICK the DEVOUT
TOREN TRUEBLADE
DUNCAN STOUTHEART
AARAN ERLENI
TANIA the WREN

RUGEMAR THE RED
DAVARA MAGDULA
RANDRUM the MOST HOLY
EAMON MOLENA
GARET GARNETSHOD
TOOR SAADI
ARKEN GLADSTONE

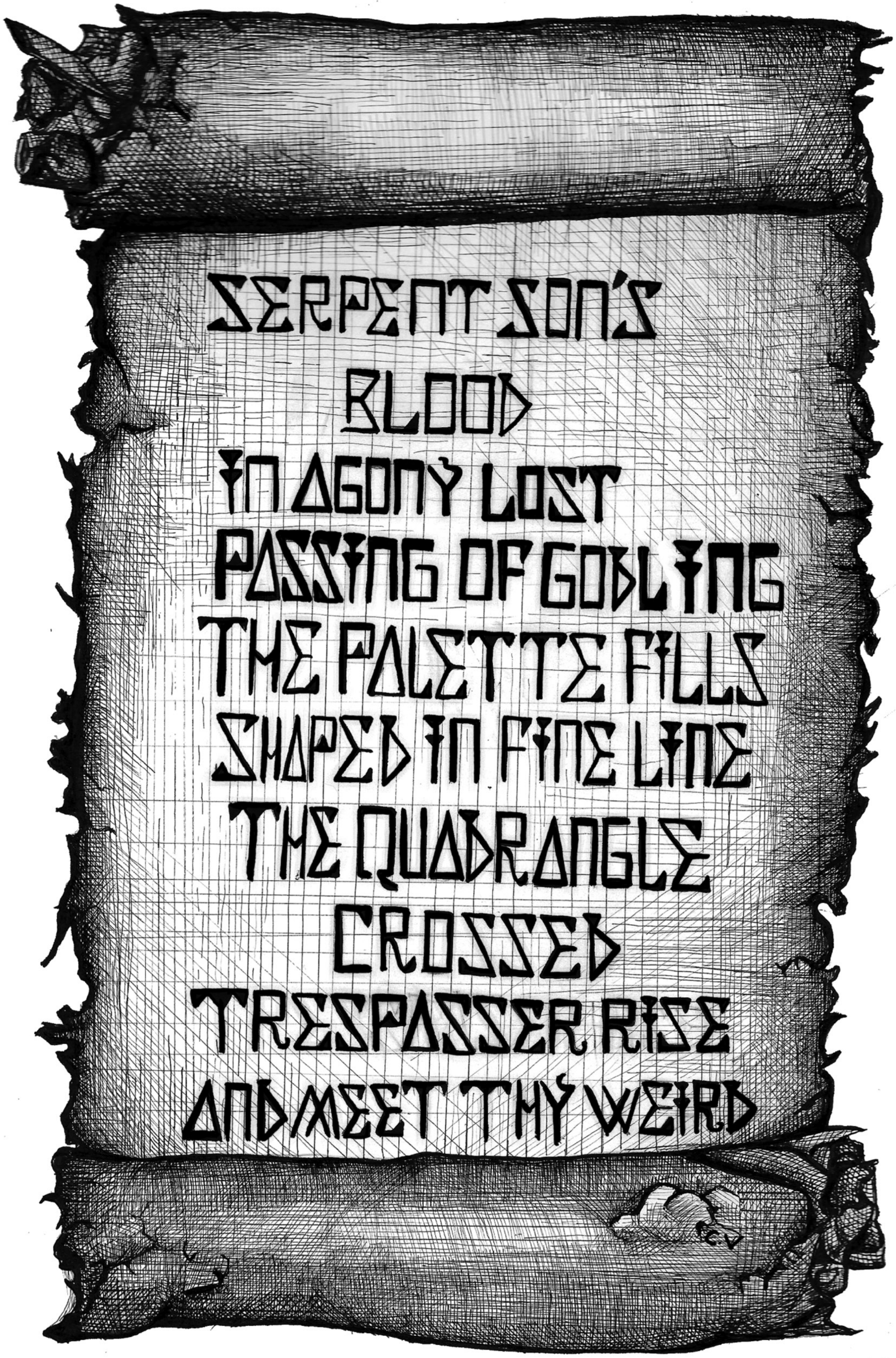
HANDOUT #14


Only through darkness
can you perceive

HANDOUT #15

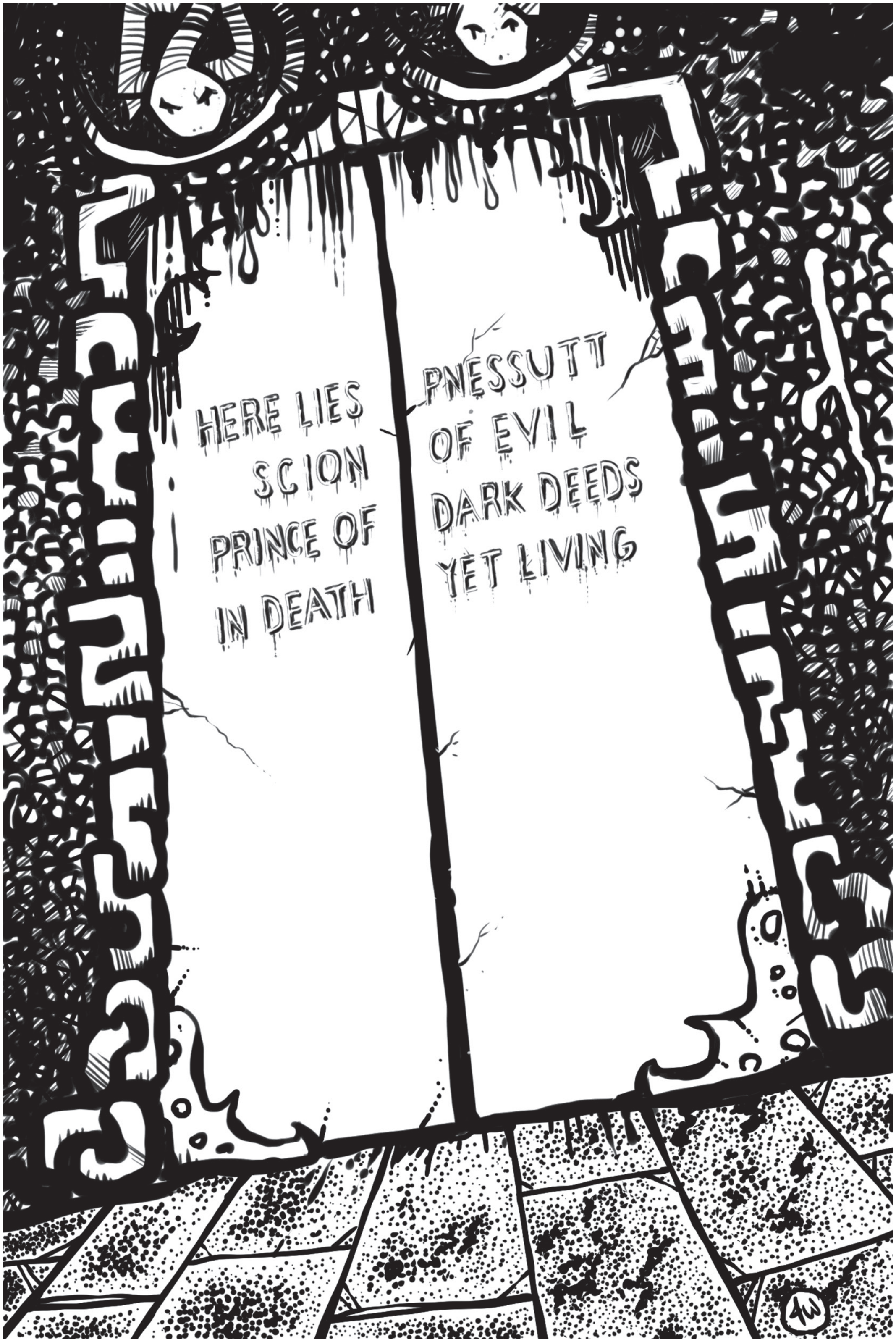

IGNAS INCENDRIUM
IGNAS INCENDARIA
CREPITAS ADURE UNUS
CREPITAS ADURE DUO
Colin 22

HANDOUT #16

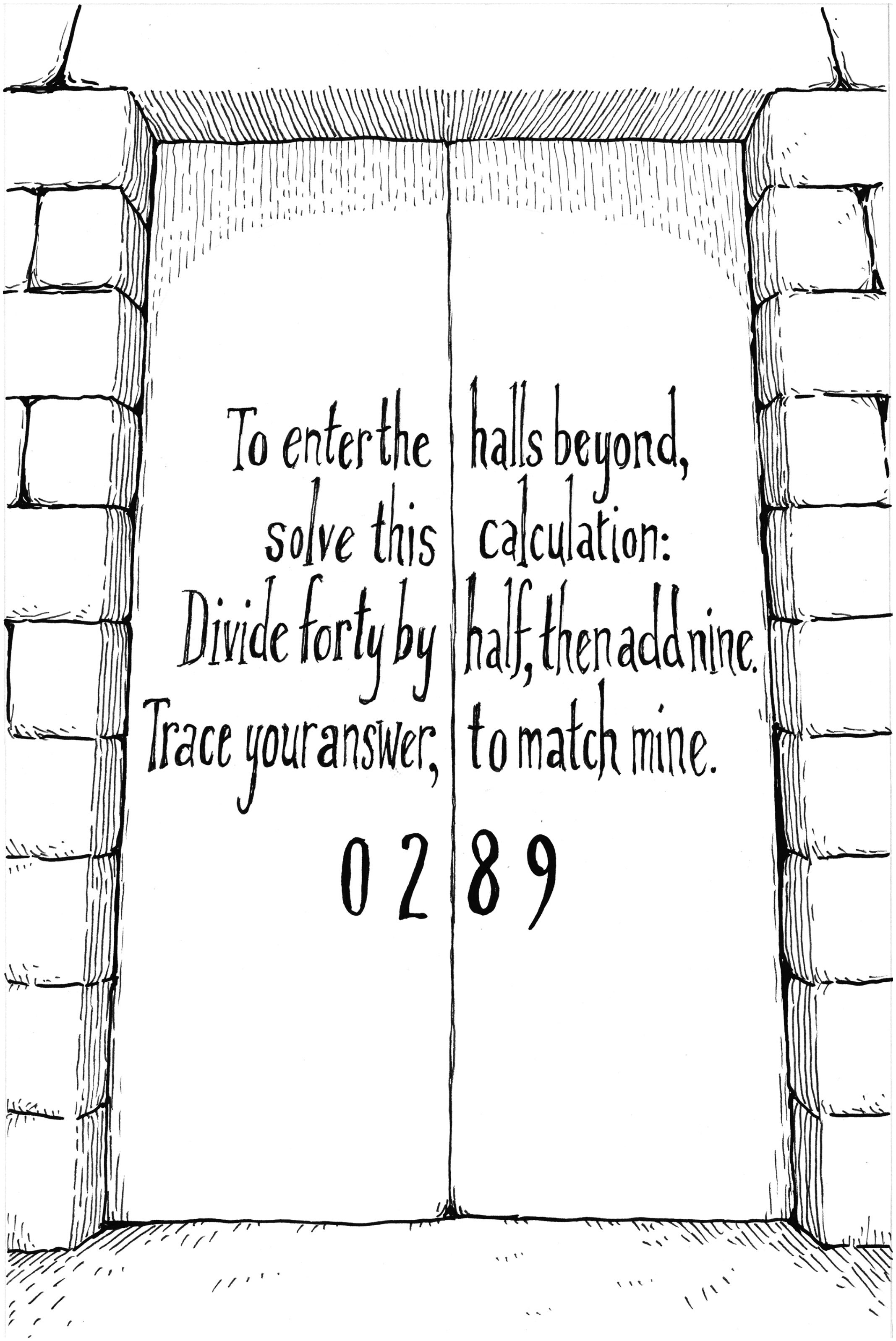


SERPENT SON'S
BLOOD
IN AGONY LOST
PASSING OF GOBLING
THE PALETTE FILLS
SHAPED IN FINE LINE
THE QUADRANGLE
CROSSED
TRESPASSER RISE
AND MEET THY WEIRD

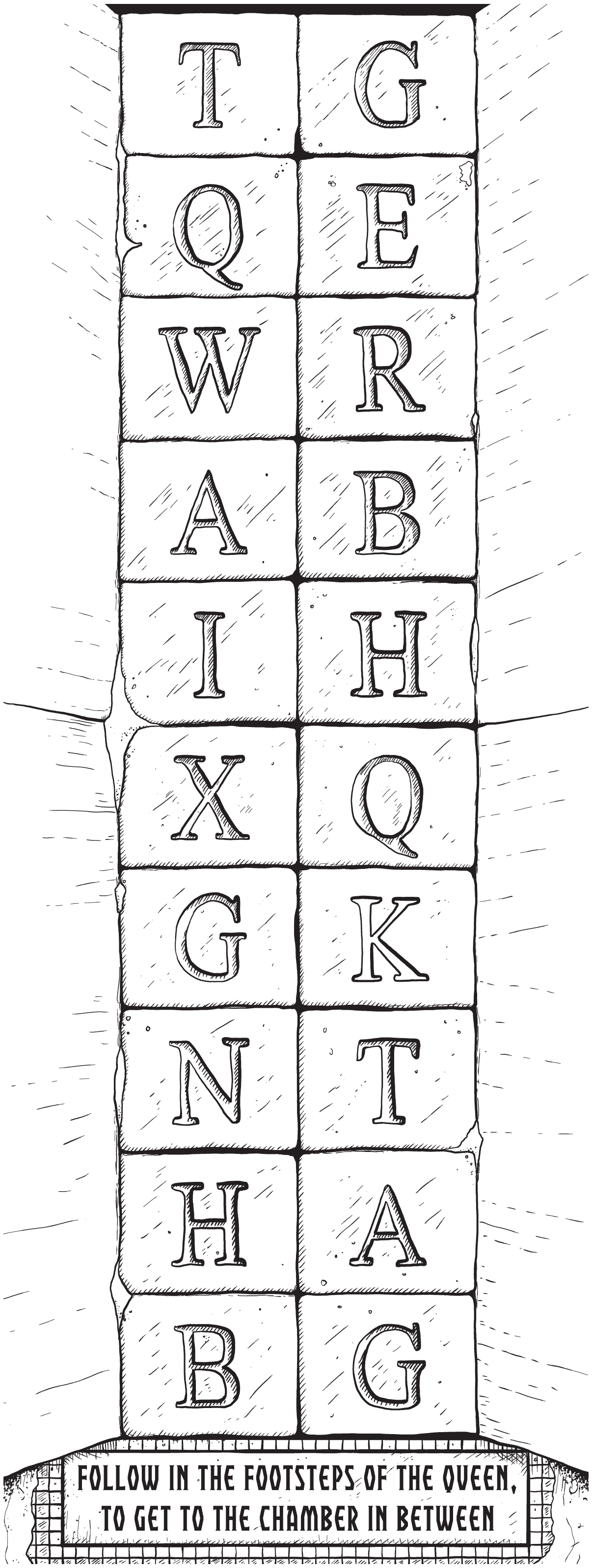
HANDOUT #17


HERE LIES
SCION
PRINCE OF
IN DEATH
PNESSUTT
OF EVIL
DARK DEEDS
YET LIVING
AW

HANDOUT #18


To enter the halls beyond,
solve this calculation:
Divide forty by half, then add nine.
Trace your answer, to match mine.
0 2 8 9

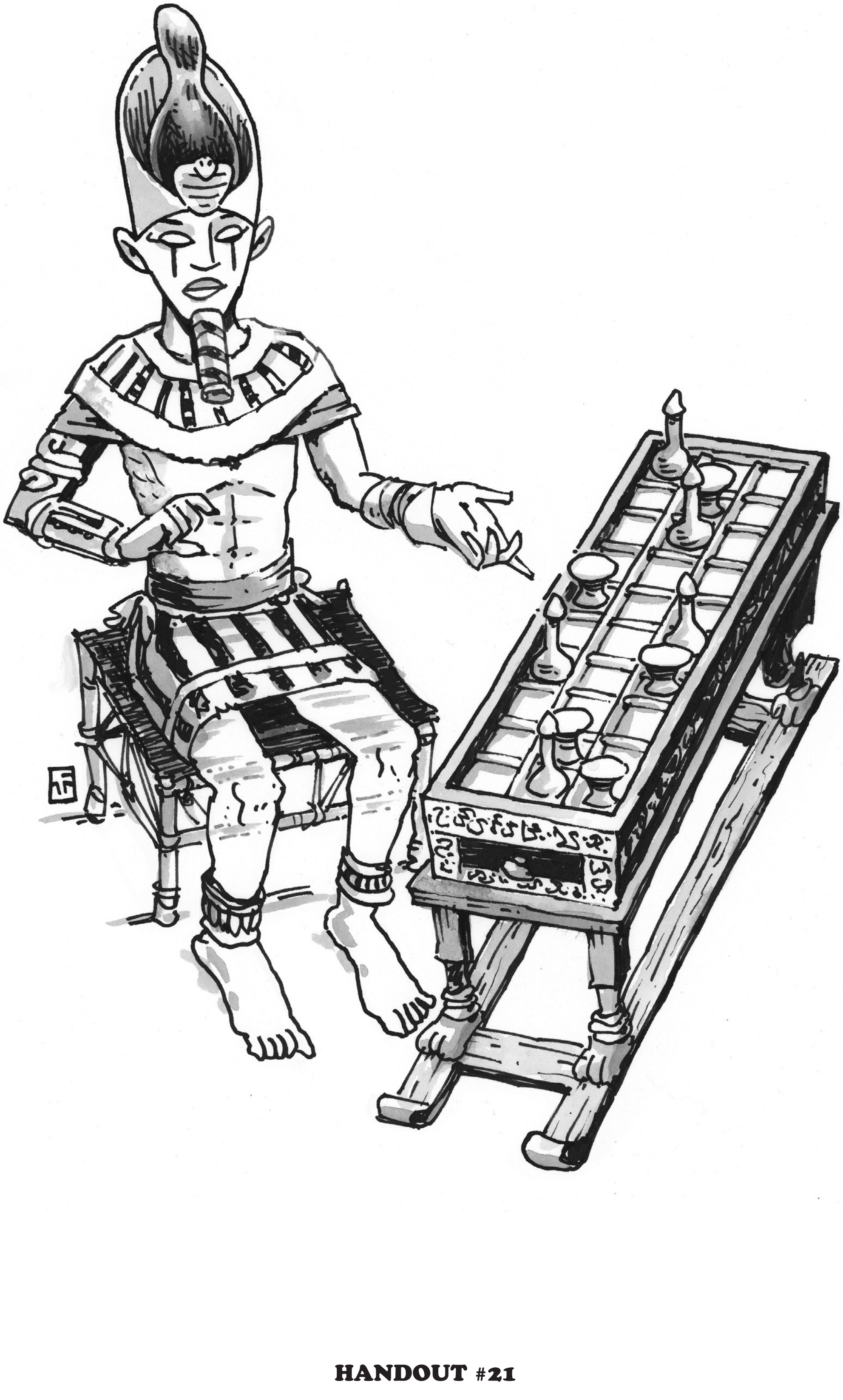
HANDOUT #19



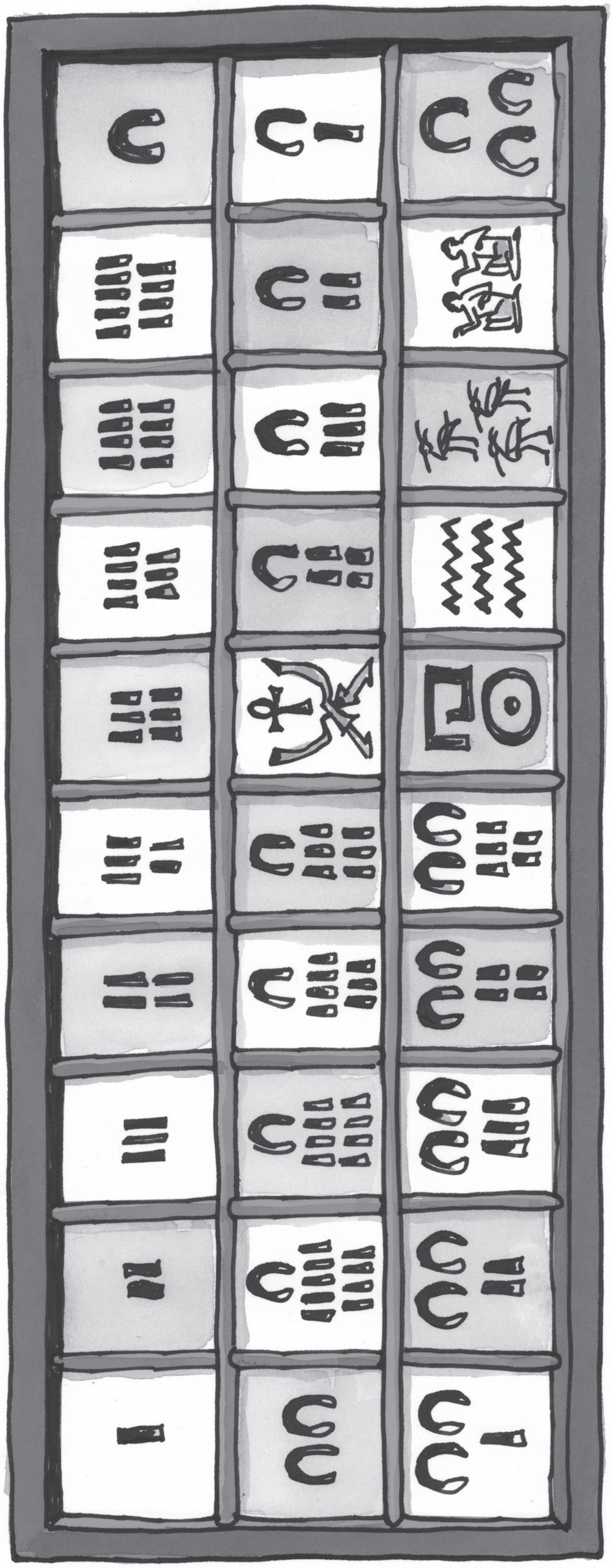
T	G
Q	E
W	R
A	B
I	H
X	Q
G	K
N	T
H	A
B	G

FOLLOW IN THE FOOTSTEPS OF THE QUEEN,
TO GET TO THE CHAMBER IN BETWEEN

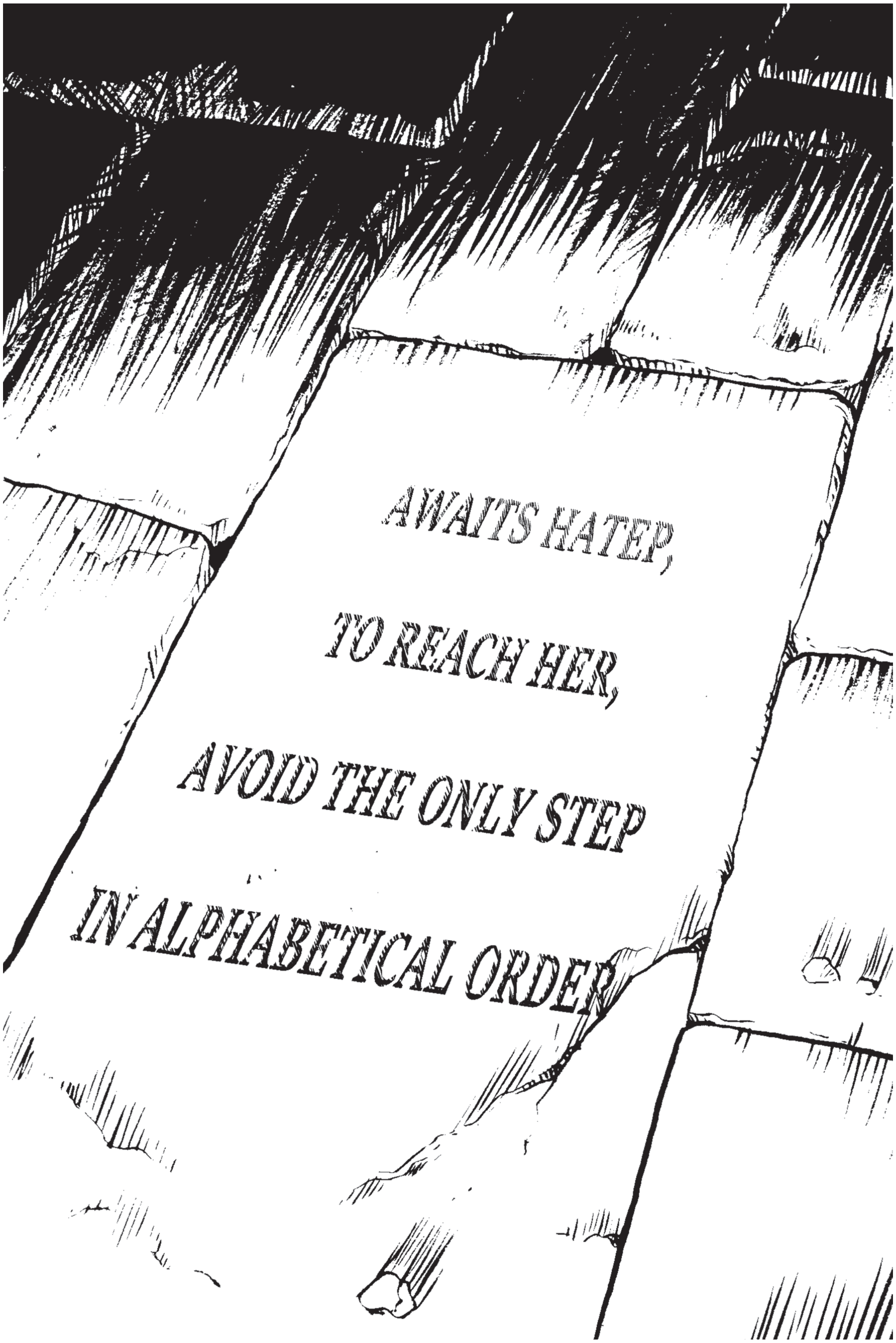
HANDOUT #20



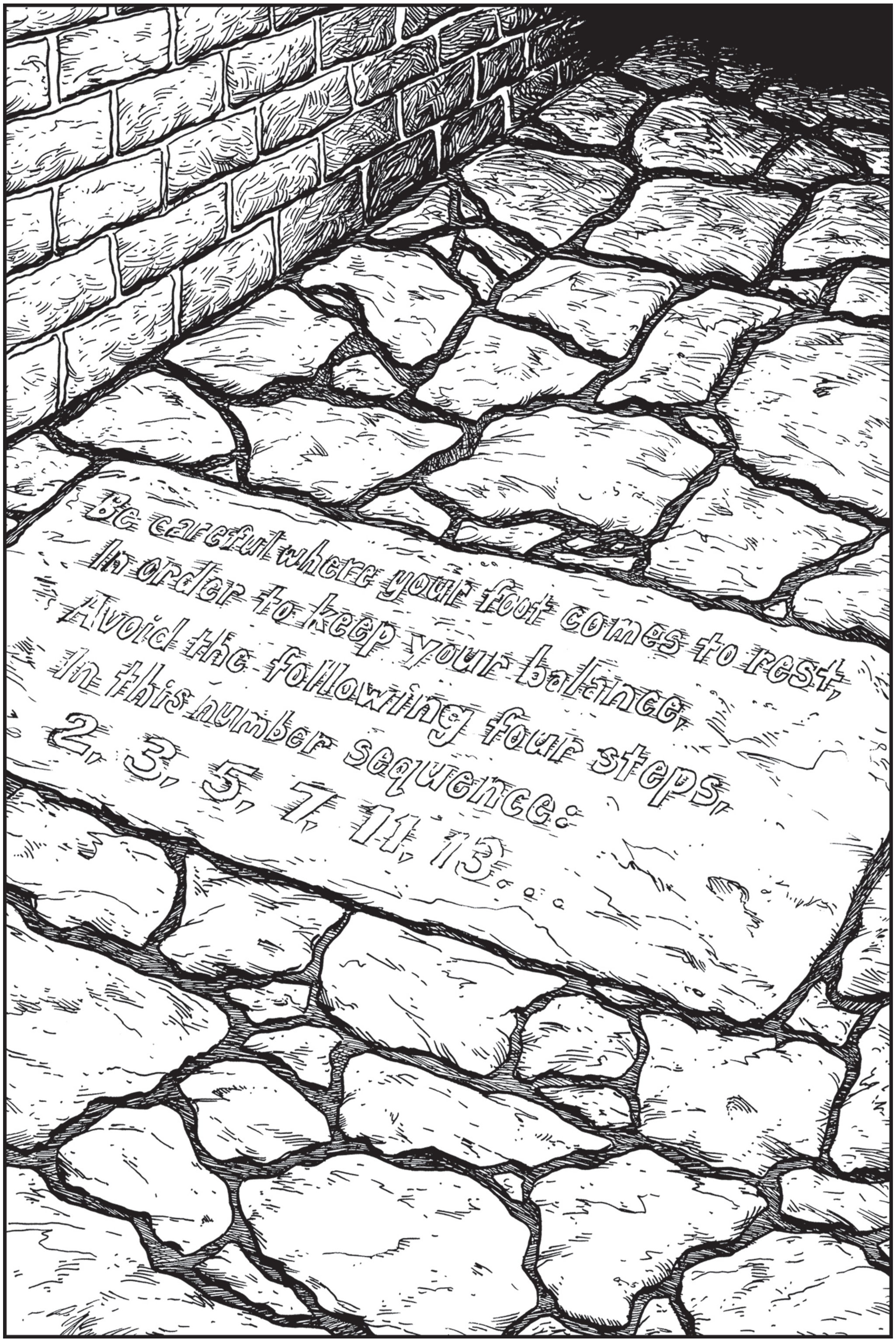
HANDOUT #21



HANDOUT #22

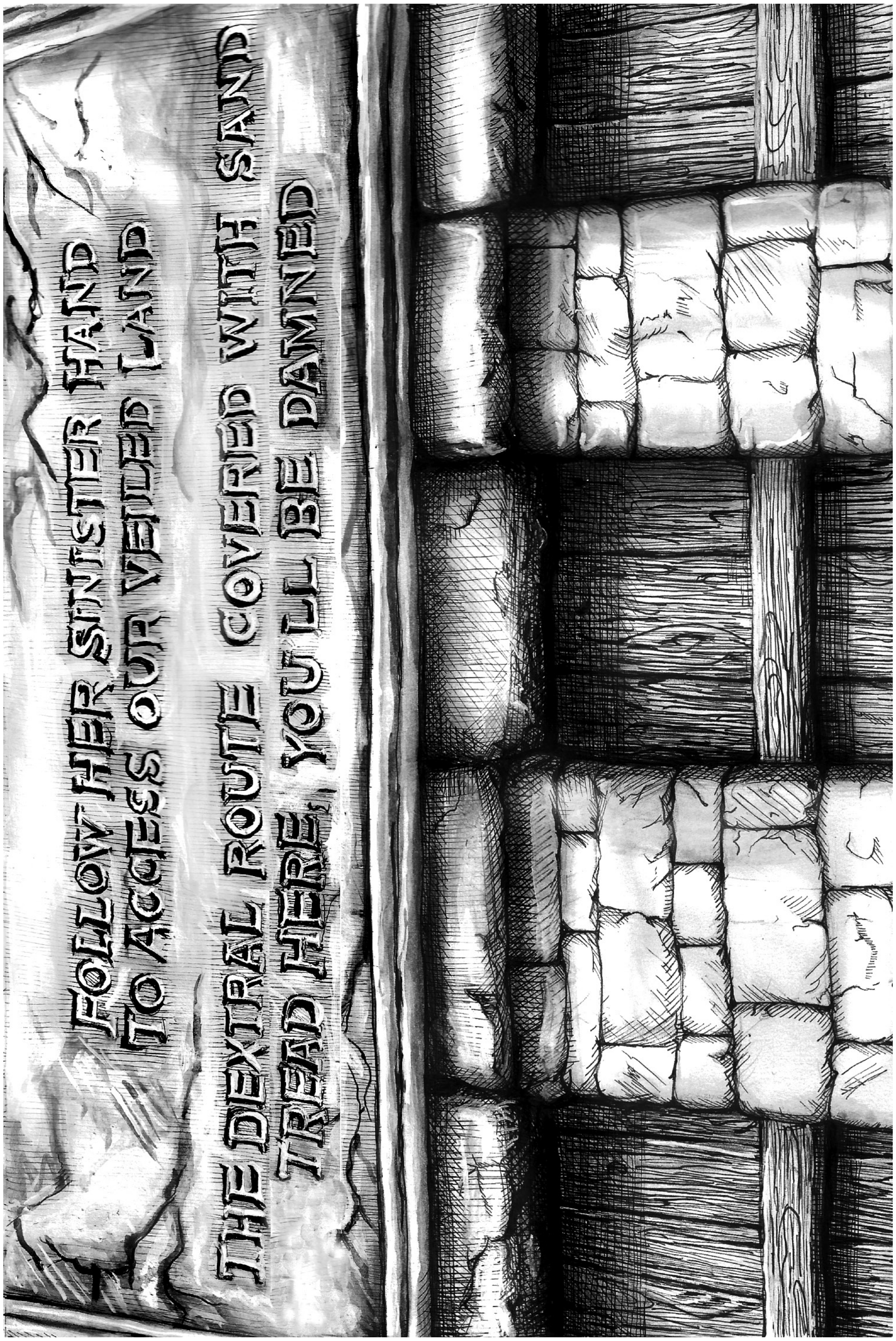

AWAITS HATER,
TO REACH HER,
AVOID THE ONLY STEP
IN ALPHABETICAL ORDER

HANDOUT #23


Be careful where your foot comes to rest,
In order to keep your balance,
Avoid the following four steps,
In this number sequence:
2, 3, 5, 7, 11, 13...

HANDOUT #24

HANDOUT #25


FOLLOW HER SINISTER HAND
TO ACCESS OUR VEILED LAND
THE DEXTRAL ROUTE COVERED WITH SAND
TREAD HERE, YOU'LL BE DAMNED

APPENDIX F

LEVEL 1 EXPANSION – MITRA'S BUNKER

In the village of Mitra's Fist, at area V-11, there is a heavily walled tower that is perched on a slight hill, overlooking the village. The area description tells us that it is a 50′ tall, gray stone tower, built many years ago to protect the developing village. The tower is rarely used and is now the home of a small band of giant rats. The tower is also mentioned once in area 1-36, with this small nugget of information:

The 5′ square closet in the northwest corner of the room is disguised by a permanent illusion; it takes either a successful DC 15 Intelligence check to discover or a DC 15 Will save to see through. It conceals a vertical shaft going up to the fortress tower in the village (area V-11). The top is mortared shut and needs to be destroyed to break through. The mortared wall has AC 20, and it has 60 hit points.

Nowhere else in the text is there another reference to this fortress tower.

The expansion presented here takes these little bits of information about the fortress tower in Mitra's Fist and extrapolates that to posit the possibility that the village might have had a small bunker or underground hide-out to house the local militia and their equipment, and to provision them in extreme emergencies. With the tower fortress located on the edge of the village, and on a small hill at that, it makes sense to locate their weapons storage facility and the related bunker near the fortress tower, where the weapons could be handed out to the guards expeditiously. Mitra's Bunker is almost directly underneath the tower itself, and in close proximity to the bottom end of the access shaft.

GENERAL FEATURES

The ceiling in this complex is smooth, worked stone 7′ high, unless otherwise noted with the floor and walls also being constructed of finished stone. Scaling the finished stone walls require a successful DC 15 Climb Sheer Surfaces check.

Unless specifically noted, locations are unlit.

SECRET DOORS

Secret doors require an Intelligence check to discover (with elves receiving a +4 bonus on the check). Additionally, thieves may search for secret doors using their Find Trap skill with the required Intelligence DC being reduced by 4. Elves passing within 10′ of a secret door are automatically allowed a check for noticing the secret door. It is possible that a party who is carefully mapping may discover evidence of a secret door. If so, allow a +1d bonus to checks while searching for that specific secret door.

ENTRANCE TO THE BUNKER

On the east wall of area 1-36, in the southeast corner of Level 1, is a secret door which leads to the small complex of rooms and hallways called Mitra's Bunker. The secret door can be found with a successful DC 15 Intelligence check. At the judge's discretion, this secret door could be easier or harder to find depending on how easily the judge wants the characters to find it. It could even be slightly damaged from a local tremor, granting a +1d bonus on the check (or even automatic discovery).

KEY TO MITRA'S BUNKER (MAP 22)

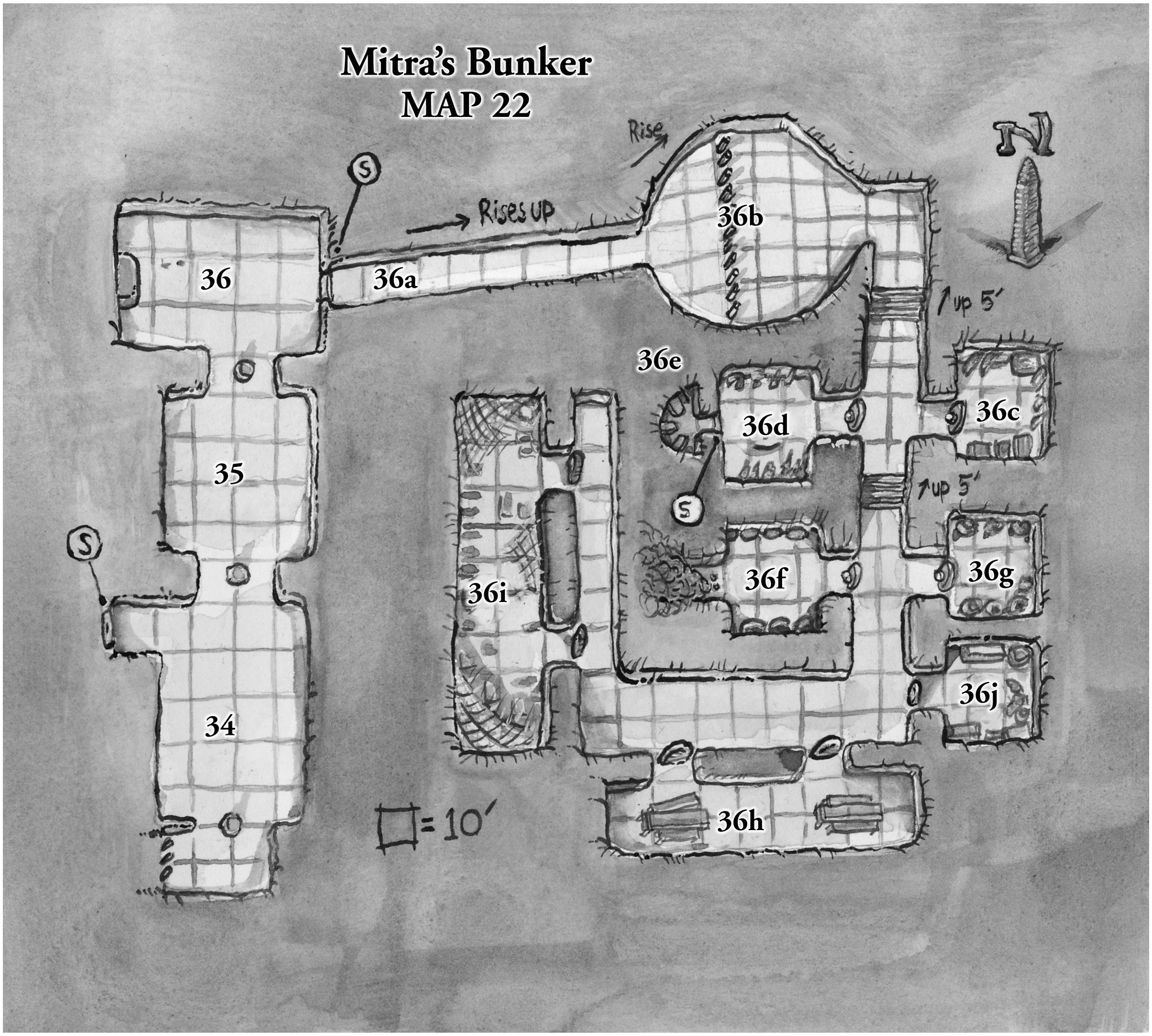
Area 1-36a – Hallway: *Pushing open the secret door reveals a narrow, dark passage.*

The hallway isn't level and rises gently as one travels from the west to the east. This change in elevation can be detected by a PC with an appropriate occupation or a dwarf's ability to detect sloping passages (DC 15 Intelligence test).

Area 1-36b — Circular Chamber: *The flat ceiling in this roughly circular room is higher, rising to 10′. This chamber has three distinct equidistant sections: the western section, a center section divided by an iron portcullis, and the eastern section. The portcullis dividing the chamber spans from floor to ceiling but does have a door centered on its iron structure. There is an open doorway on the eastern wall.*

The western one-third of this chamber has the same, low-grade change in elevation that was possibly observed in the hallway, rising from west to east. The center one-third of this chamber has a level floor. The eastern one-third of this chamber resumes the gradual rise in elevation, from west to east. This sloped floor ends at the doorway to the east, where the floor becomes level. These changes in elevation can be detected by a PC with an appropriate occupation or a dwarf's ability to detect sloping passages (DC 15 Intelligence test).

The portcullis has a single iron door built into its structure. The door is centered in the room and is lockable without a key from the east side, or with a key from the west side.



The Captain of the Guard and the Weapons Master each had a key for this door (see area 1-36j). Picking the lock requires a successful DC 18 Pick Lock check. The door can be forced with a successful DC 15 Strength check, or the heavy bars of the portcullis can be bent wide enough to allow a human-sized creature to squeeze through with an attack roll against AC 20 utilizing a successful Mighty Deed of Arms of 5+.

This chamber was designed to serve as a meeting hall and mustering locale for the village's militia, in the event the village was under assault. Defensive plans would be drafted here, and orders would be passed out to the village's defenders. The chamber also served as a chokepoint for defending the bunker, with the changes to the elevation of the floor serving to give the defenders the high ground, should an invading force get this far into the bunker room complex.

Area 1-36c — Weapons Storeroom: There is a locked iron-bar door leading into the room. Both the Captain of the Guard and the Weapons Master each had a key for this door (see area 1-36j). Picking the lock requires a successful DC 18 Pick Lock check. The door can be forced with a successful DC 15 Strength check, or the bars can be bent wide enough to allow a human-sized creature to squeeze through with an attack roll against AC 20 utilizing a successful Mighty Deed of Arms of 3+.

Numerous wall racks here contain dozens and dozens of old but serviceable longbows, short bows, and crossbows. In the center of the room are several crates. Some of the crates are unopened, *while others have been open for a very long time, exposing their contents: scores of arrows and crossbow bolts.*

As it appears, this is an ancient weapon storeroom. Guarding this armory is the apparition of the former Weapons Master's apprentice. He died guarding these bows, but his spirit refuses to leave his assigned post. Of course, he is insane and attacks any 'unauthorized trespassers' without provocation.

Ghost: Init +2; Atk spectral bow +6 missile fire (*special:* see below); AC 10; HD 2d12; hp 22; MV fly 40'; Act 1d20; SP un-dead traits, turn invisible (at will), incorporeal, immune to non-magical weapons, horrid appearance, possession; SV Fort +2, Ref +4, Will +6; AL C; Crit U/d6.

Horrid appearance: Simply glimpsing the ghost causes 1d4 damage and potential fear (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a -4 attack penalty.

Possession: The ghost can possess the material body of one mortal creature. The ghost must touch the target (+6 melee attack). The target receives a DC 12 Will save; on a failure, the ghost vanishes into its body and takes over. The possessed creature can attempt to reassert control of its body once per hour thereafter with another DC 12 Will save. If the possessed creature is killed, the ghost is expelled from its body, but the target is really dead.

Spectral bow: Any creature pierced by a shot from the ghost's bow suffers 1d4 points of temporary ability loss from Strength, Agility, or Stamina. The character chooses which points are lost.

Un-dead traits: Ghosts are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

The following weapons are stored here:

- 10 longbows
- 24 shortbows
- 15 crossbows
- 8 heavy crossbows (see Appendix D)
- 225 arrows
- 125 crossbow bolts
- 50 heavy crossbow bolts

The bow strings are all very old and very dry, causing the bow to have a fumble range of 1-6 (with the bowstring snapping on a fumble) if used without replacing the bow string. The arrows and crossbow bolts stored here are all normal quality.

Most of the bows in this room are of ordinary quality, but however there is one of each type (longbow, short bow, crossbow and heavy crossbow) that is mildly enchanted, granting a +1 bonus to attacks and damage. These are indistinguishable from the normal weapons, unless a *detect magic* spell is used.

Area 1-36d — Weapons Storeroom: There is a locked iron-bar door leading into the room. Both the Captain of the Guard and the Weapons Master each had a key for this door (see area 1-36j). Picking the lock requires a successful DC 18 Pick Lock check. The door can be forced with a successful DC 15 Strength check, or the bars can be bent wide enough to allow a human-sized creature to squeeze through with an attack roll against AC 20 utilizing a successful Mighty Deed of Arms of 3+.

This weapons locker room has numerous weapons racks on the walls, which contain swords, hammers, and hand axes. The room is unlit.

Guarding this weapons locker are the **ghosts** of two squires who once maintained the weapons in this locker. Like the guardian of area 1-36c, these apparitions refuse to leave their assigned post. These apparitions are not insane, but they generally attack without provocation.

Ghost (2): Init +2; Atk spectral blade +6 melee (*special:* see below); AC 10; HD 2d12; hp 15 each; MV fly 40'; Act 1d20; SP un-dead traits, immune to non-magical weapons, horrid appearance, possession; SV Fort +2, Ref +4, Will +6; AL L; Crit U/d6.

Horrid appearance: Simply glimpsing the ghost causes 1d4 damage and potential fear (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a -4 attack penalty.

Possession: The ghost can possess the material body of one mortal creature. The ghost must touch the target (+6 melee attack). The target receives a DC 12 Will save; on a failure, the ghost vanishes into its body and takes over. The possessed creature can attempt to reassert control of its body once per hour thereafter with another DC 12 Will save. If the possessed creature is killed, the ghost is expelled from its body, but the target is really dead.

Spectral blade: Any creature struck by the ghost's blade suffers 1d4 points of temporary ability loss from Strength, Agility, or Stamina. The character chooses which points are lost.

Nearly all of the weapons stored here are in questionable condition and break on any fumble result. The following weapons are stored here:

- 5 longswords
- 25 short swords
- 22 handaxes

Mixed in with the mundane weapons is a matched pair of enchanted short swords that once belonged to the Captain of the Guard.

***Captain's blades (2)* (*+1 short swords*):** INT 3; AL L; Banes: creatures of Chaos (+1d4 damage); Special Powers: shed light 20′ (at will).

In the west wall, behind the weapon racks, is a locked secret door (DC 11 Intelligence check to notice), which leads to area 1-36e. Locating the keyhole to the door requires a successful DC 15 Find Trap check. This lock requires a unique key (not the same as the keys mentioned already); the Captain of the Guard and the Weapons Master having the only two known copies. Otherwise, the lock may be sprung with a successful DC 15 Pick Lock check. The weapons racks need to be moved to gain access to the secret door.

Area 1-36e — Secret Chamber: *This small semi-circular chamber is lit in an eerie blue light that originates from three wall-mounted fixtures. There are three human-sized, stone coffins in the room, arranged in a rough-crescent shape, at the north, west, and south compass points of the room.*

This chamber has been hidden for some 400 years. The ceiling is 10′ high, and the blue light emits from three gemstones (each worth 25 gp) affixed to the wall in equidistant locations near the ceiling. If removed from the wall, the magic of the gems fades within 1d4 hours.

The stone sarcophagi are all sealed (but easily opened) and have ornamental carvings in the stone. Each bears the following inscription:

> *Here rest the Heroes of Mitra's Fist,*
> *Defenders of The Three Gates.*
> *May they find peace in the next life.*

And then each individual sarcophagus bears a name and the gate defended underneath the inscription:

> *North Gate – Reginald*
> *West Gate – Humphrey*
> *South Gate – Gideon*

Guarding this chamber and its contents are 3 **heroic spirits** (see Appendix B). However, unlike the previous apparitions encountered, these apparitions do not immediately attack without provocation. Should one of the crypts be disturbed or opened, one or more (1d3) of the hero apparitions come forth and question the intruders. If the apparitions can be persuaded that the characters' cause is just and noble, they allow the weapons and armor hidden here to be removed from the chamber and used. It's the judge's discretion what the parameters of this deal are (e.g., the characters must return the items here, or to the church of Mitra, etc.). The judge is encouraged to allow roleplaying to convince the apparitions of the characters intentions. But, if need be, a successful DC 15 Personality check can be used. Clerics of Mitra and Mitraic knights gain a +1d bonus to this check.

If the heroic spirits are not convinced of the characters' good intentions, they all attack. In addition, they summon their weapons from the sarcophagi, animating them to use in the battle.

Heroic spirit (3): Init +2; Atk spectral weapon +6 melee (*special:* see below); AC 15; HD 4d12; hp 35 each; MV fly 40′; Act 1d20; SP un-dead traits, immune to non-magical weapons, animate weapon, possession; SV Fort +2, Ref +4, Will +6; AL L; Crit U/d8.

Animate weapon: As an action, a heroic spirit may summon any magical weapon interred with them. When called, the weapon appears floating in the air before them, attacking the spirit's foes without further direction. The weapons strike with a +3 melee bonus (plus any magical bonus imparted into the weapon), and do damage as per the weapon type (see below).

Possession: The heroic spirit can possess the material body of one mortal creature. The heroic spirit must touch the target (+6 melee attack). The target receives a DC 12 Will save; on a failure, the heroic spirit vanishes into its body and takes over. The possessed creature can attempt to reassert control of its body once per hour thereafter with another DC 12 Will save. If the possessed creature is killed, the heroic spirit is expelled from its body, but the target is really dead.

Spectral weapon: Any creature struck by the heroic spirit's blade suffers 1d4 points of temporary ability loss from Strength, Agility, or Stamina. The character chooses which points are lost.

Each stone crypt contains the remains of their respective hero, as well as their most prized possessions as heroes of Mitra's Fist.

North Gate Crypt (Reginald): *+1 chainmail*, a helm set with a yellow topaz (worth 125 gp), *Reginald's longsword* (see Appendix D).

West Gate Crypt (Humphrey): *+1 half-plate*, a pair of gold gilded dragon-hide shin guards (each worth 100 gp), *Humphrey's hammer* (see Appendix D).

South Gate Crypt – Gideon: mithril chainmail, *Gideon's short sword* (see Appendix D).

***Reginald's longsword* (*+1 longsword*):** INT 8; AL L; Bane: serpents (Extended critical threat range; attacker scores criticals against bane at 1 more result on the die (e.g., if normally score criticals on 19-20, now score on 18-20)); Communication: simple urges; Special Purposes: enforce the law; Special Powers: infravision 120′ when held.

***Humphrey's hammer* (*+1 warhammer*):** INT 11; AL L; Banes: creatures of Chaos (Beacon of hope; allies within

100′ engaged in battle against bane gain +2 bonus to all saving throws and morale checks), lycanthropes (Bleeding wounds; warhammer's wounds against bane continue to bleed, inflicting an additional 1 hp damage (cumulative) per round after hit until magically healed, so a bane target hit by three successive attacks from the warhammer takes 3 hp damage per round thereafter); Communication: empathy; Special Purposes: defend against the incursions of Chaos; Special Powers: *comprehend languages* (1/day), *detect invisible* (1/day), thunder strike (in place of an attack, the wielder may strike the ground to create the resounding boom of thunder. All enemies within 40′ take 1d8 points of sonic damage (no save)).

***Gideon's short sword* (*+1 short sword*):** INT 5; AL L; Special Purposes: protect the weak; Special Powers: *detect evil* 30′ (at will).

Area 1-36f — Armory Storeroom: The locked iron-bar door at the entryway into this room uses the same key as the door to area 1-36c. Both the Captain of the Guard and the Weapons Master each had a key for this door (see area 1-36j). Picking the lock requires a successful DC 18 Pick Lock check. The door can be forced with a successful DC 15 Strength check, or the bars can be bent wide enough to allow a human-sized creature to squeeze through with an attack roll against AC 20 utilizing a successful Mighty Deed of Arms of 3+.

This weapons locker has numerous weapons racks on the walls, which contain shields of various sizes, shapes, and weights. There is an archway opening into a narrow passageway heading from this room to the west.

The archway to the west leads to a narrow passageway that terminates where a cave-in has occurred, blocking the passageway completely.

A **giant boa constrictor** has found its way into this room, in search of an easy meal. Unfortunately for the PCs, the boa is not a very competent hunter, and it hasn't found much to eat. Thus, it attacks without provocation.

There are 33 shields stored here and range in condition from good and mostly maintained to poor and of almost no defensive benefit. If used in combat, the shield is destroyed upon a foe striking a critical hit (in addition to the effect of the critical itself). One shield is special, however (see sidebar).

SPLITTER

With an illusion to mask its true nature, when found *Splitter* appears to be a mundane round, iron-bound shield. In reality, the shield is constructed of golden mithril and is a magic item of no small repute – having once been carried by a Lion of Mitra.

***Splitter* (*+2 mithril shield*):** Special Powers: *fly* 30′, *levitate* 2/day (as per spell check result of 17), shield bash damage (1d6+2), splitter 1/day (*Splitter* can be used as a weapon against foes, as the wielder brings the weapon down from a high guard position upon the head of the unsuspecting foe's head inflicting 1d12+2 damage).

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30′; Act 1d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL N; Crit M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Area 1-36g — Armor Storeroom: The locked iron-bar door at the entryway into this room uses the same key as the door to area 1-36c. Both the Captain of the Guard and the Weapons Master each had a key for this door (see area 1-36j). Picking the lock requires a successful DC 18 Pick Lock check. The door can be forced with a successful DC 15 Strength check, or the bars can be bent wide enough to allow a human-sized creature to squeeze through with an attack roll against AC 20 utilizing a successful Mighty Deed of Arms of 3+.

This storage room has numerous racks mounted on the walls and on floor stands, containing pieces of armor of various sizes and shapes. Most are generally human-sized, though there are a few smaller breastplates and suits of chainmail. All are old and showing age: dust covers most of the armor pieces.

This room's current occupant is a **giant boa constrictor snake**, which attacks without provocation. This boa is the mate to the one in area 1-36f.

Unlike the other weapons locker rooms, none of the armor in this room is high quality or magical. Most of the suits show signs of rusting, as they have not been oiled in some time. The following suits of armor hang on the various racks:

- 4 suits of dwarf/halfling-sized chainmail
- 8 suits of scale mail

- 10 suits of chain mail
- 3 half-plate
- 2 dwarf/halfling-sized half-plate
- 4 suits of ring mail

Boa constrictor, giant: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; hp 28; MV 30'; Act 1d20; SP constriction 1d6; SV Fort +6, Ref +3, Will +2; AL N; Crit M/d10.

Constriction: Constrictors that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d6 damage.

Area 1-36h — Dining Hall: The door(s) leading to this room are standard wood strips, bound in iron. The doors have keyholes where one would expect them, but the doors are both partially ajar in the door frames, so it's irrelevant if they are locked or not.

The doors lead into a long, narrow room that features long dining tables and squat benches to either side. At one end of the table are tall stacks of iron plates and bowls, as well as dozens of iron cups. There does not appear to be remnant foodstuffs left behind in this room, but several dog-sized ants, with crimson carapaces wander about the room busily moving debris.

Clearly, this was a dining hall for the militia stationed in the bunker. At the west end of the room is a stove where the cooking was done. There are the remnants of a tall smokestack that once rose up to the ceiling, but few segments of this smokestack still remain. The stove is cold; it doesn't appear to have been used in several hundred years.

A large band of **giant fire ants** have recently migrated to this chamber, having dug their way into the room through a crack in the wall in the northwest corner. These giant fire ants are aggressive and attack anything that intrudes upon their new lair. The colony numbers 36 giant fire ants and at any time there are 3d12 giant fire ants in this room.

There isn't any meaningful treasure or loot stored in this room, but there might be a chance of some mundane, non-magical item (such as a tinderbox, a mirror, a piton, or perhaps a minor art object (worth 1d4+1 x 10 gp) somewhere in this hall, transported via the giant ants.

Ant, giant fire (36): Init +1; Atk bite +2 melee (1d4 plus poison); AC 14; HD 2d5; hp 8 each; MV 30'; Act 1d20; SP climb sheer surfaces +8, pheromones; SV Fort +1, Ref +2, Will +3; AL L; Crit M/d8.

Pheromones: Ants communicate by releasing pheromones detectable by other colony members. If attacked, they release a pheromone that attracts the rest of the colony. 1d6 more giant fire ants arrive every other round via the crack in the northwest corner until all are present.

Poison: A painful rash develops in 1 turn, causing a -1d penalty to all attack rolls, Agility-based actions, and Reflex saves, and lasting 1d3 days, DC 12 Fort negates. Requires 3 dice of healing to cure.

Area 1-36i — Barracks: The door(s) leading to this room are standard wood strip, bound in iron. The doors have keyholes where one would expect them, but the doors are both partially ajar in the door frames, so it's irrelevant if they are locked or not.

The doors lead into a long, narrow room that features numerous bunk beds and small shelf-units beside each pair of bunk beds. The ceiling is partially obscured with an extensive network of spider webs.

The beds (20 pairs of bunks, if the characters care to count) are devoid of bedding, and the shelves are bare, except for one of the shelves at the north end of the room. This specific shelf (judge's choice) has a small but detailed map of the rat tunnels (areas 1-10 to 1-17), carved into the bottom surface of the shelf itself. This map can be found with a successful DC 10 Intelligence check.

Guarding this bunk room is a trio of **giant cobweb spiders**, hiding in the network of their webs, near the ceiling. They begin any confrontation by throwing webs at creatures before moving in to deliver poisonous bites.

Spider, giant cobweb (3): Init +2; Atk bite +4 melee (1d4+2 plus poison (3d4 + 1 Strength, DC 14 Fort save negates poison) or web +5 missile fire (entangled, range 50', DC 16 Strength or Agility check to break free); AC 13; HD 2d8; hp 15; MV 40', climb 40'; Act 1d20; SP infravision 60'; SV Fort +3, Ref +2, Will +0; AL C; Crit M/d8.

Area 1-36j — Storeroom: The door leading to this room is of standard wood strip construction, bound in iron and is locked requiring a successful DC 15 Pick Lock check to open. The door can also be forced with a successful DC 13 Strength check. The key to this door is different from the previously mentioned keys. The known copies of this key are in the possession of the Captain of the Guard and the Weapons Master.

Lining the walls of this room are deep shelves, filled with old foodstuff containers. All are empty, and many are broken into pieces. In the center of the room are about a dozen tall, lidded vessels that were used to store liquids – water, olive oil, wine, and the like. Several of the vessels are still sealed, while others no longer have their lids. The stench of rotting meat is almost overpowering. Lying on the floor, between the shelves and the liquid vessels, locked in what appears to have been a physical struggle, are two human skeletons. Each of the skeletons are devoid of any flesh or tissue; they've been dead for hundreds of years, without any preservation of their bodies.

The room looks much like the other storerooms in this area (areas 1-36c through 1-36g).

The two skeletons are each brandishing long daggers, and both have a number of iron keys on key rings in their opposite hands. These keys open the various doors throughout the bunker, as these skeletons were once the Captain of the Guard and the Weapons Master.

For reasons unknown, both the Captain of the Guard and the Weapons Master found themselves in the bunker's larder one night, when a disagreement broke out. Was it because of a lover's tryst? Did they each have some other secret, hidden in the larder, they were trying to protect? Perhaps one was a traitor, and loyal to Set and his minions. Whatever the reasons, their disagreement ended in a fight which led to both of them delivering killing blows. And since they held the only keys to this room, their fate was never discovered…. until now.

When the door is opened, the unquiet souls of these two, who met a tragic end, animate as **skeletal warriors** (see appendix B).

Skeletal warrior (2): Init +3; Atk claw +3 melee (1d4+1) or stiletto +3 melee (1d4+2) or by weapon; AC 14 (scale mail); HD 3d12+6; hp 25, 30; MV 25′; Act 2d20; SP un-dead traits, distract (4/day), *invisibility* (1/day, as per spell check result of 16), regeneration (5/round), unturnable, half damage from piercing and slashing weapons; SV Fort +2, Ref +2, Will +1; AL L; Crit U/d8.

Distract (4/day): As an action, a skeletal warrior may precede its attack with a feint, drawing an opponent off guard and dealing an automatic critical hit should the next attack succeed.

Un-dead traits: Skeletal warriors are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Unturnable: While in their tomb, skeletal warriors cannot be turned.

APPENDIX G

PATRONS

The lands surrounding the Dark Tower of Set are contested by two powerful entities, the gods Set and Mitra. While locked in eternal struggle against one another, each cultivates followers and supplicants to aid in their battle for dominance. Neither being is overly concerned with the alignment of their followers, so long as their basic ideals are upheld and their ends furthered.

MITRA, THE GOLDEN LION OF RIGHTEOUSNESS

Once a mere man, Mitra ascended to godhood during his confrontations with Set. As a deity, Mitra is unconcerned with the cosmic war between Law and Chaos, caring instead for those who suffer due to the warring factions. Mitra stands against all forms of true evil, whether carried out under the guise of Law or the machinations of Chaos.

Invoke Patron **check results**

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (3 or less) corruption + patron taint; (4-5) corruption; (6+) patron taint.
2-11	Failure. Unlike other spells, *invoke patron* may not be lost for the day. Depending on the results of the *patron bond* spell, the wizard may still be able to cast it.
12-13	There are many issues which require the attention of Mitra, but he does not ignore those who choose to serve him. The caster is granted a temporary Stamina bonus of +2d4 to increase their hardiness and hit points. These points may not be spellburned. This boost lasts for 1 turn. (Note: for Stamina over 18, the Stamina bonus increases by 1 for every 2 points of Stamina; +4 at 20, +5 at 22, etc.).
14-17	The caster is bathed in the golden radiance of Mitra, granting them a +CL bonus to AC for 1d4 rounds.
18-19	Mitra extends the perceptions of the caster, causing all evil creatures to be outlined in golden fire in the caster's vision. This does not include things such as animals with ill-intent or traps, as per *detect evil,* but only creatures of true evil intent (judge's discretion) –despite any particular alignment within the grand cosmic struggle.
20-23	Mitra strengthens their followers and their ability to do battle, granting a +2 bonus to attack and damage rolls for the next CL rounds.
24-27	Mitra bolster's the caster's magical might, granting a +3 to spell checks for the next 1d3+CL rounds.
28-29	Mitra rejuvenates the caster, allowing the return of any one spell which is currently "lost for the day."
30-31	Mitra makes his supplicant a true powerhouse, granting a +2d bonus to all offensive actions directed at evil creatures (judge's discretion). This blessing lasts for 1d3+CL rounds.
32+	A Lion of Mitra is sent to aid the caster. While not under the command of the caster, the Lion of Mitra will act in what it believes to be the wizard's best interests (judge's discretion), while actively putting the defeat of evil ahead of the well-being of itself or the caster. Evil must be vanquished.

PATRON TAINT: MITRA

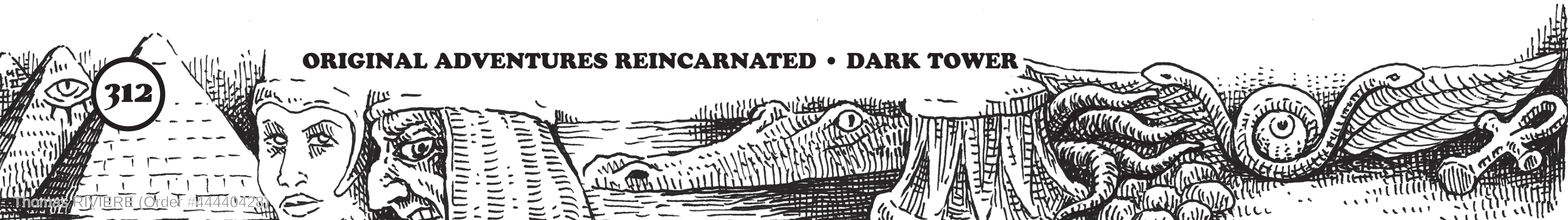
When patron taint is indicated for Mitra, roll 1d6 on the table below. When a caster has acquired all levels of effect for a particular taint, re-roll any subsequent instances of that result.

Roll	Result
1	The pupils of the caster's eyes become slits, like those of a cat. If the result is rolled a second time, the caster's vision becomes sharp enough to see in near-absolute darkness as if it were fully lit. If the result is rolled a third and final time the caster's distance vision doubles while extending to allow them to see in complete darkness.
2	Receiving a divine vision of Mitra, the caster seeks to more closely connect themselves to the god. The caster must permanently surrender their knowledge of a currently known 1st-level spell, having it replaced by a random 1st-level cleric spell. The original spell may never be relearned by the caster. If the result is rolled a second time, the caster chooses a 2nd-level spell to be replaced by a 2nd-level cleric spell, with similar restrictions as prior. If the result is rolled a third time, the caster must surrender a 3rd-level spell to be replaced by a 3rd-level cleric spell, with similar restrictions as prior. Unlike other cases where a wizard casts a spell from the clerical spell listings, this spell truly is granted by the god and failures raise the risk of disapproval rather than corruption.
3	Mitra grants the caster extended life, with each week lived aging them merely 1 day, increasing their life expectancy by sevenfold. If this result is rolled a second time, the caster's life is extended with two weeks aging them a day. Upon a third and final roll of this result the caster's life is extended to each month aging them a single day.
4	The caster's mere presence makes evil creatures uncomfortable. Creatures of true evil (judge's discretion) within 10′ of the caster must make a Will save with a DC equal to 15 minus the creature's HD, else they visibly react to the caster's presence, immediately outing themselves. A second roll of this result increases the range of this effect to 20′. A third and final roll of this result increases the base difficulty of the Will save to DC 20 - HD.
5	Caster's voice strengthens, its rumbling tones carrying further than normal. Spoken words are clearly audible at 100′, with a shout clearly carrying for 1 mile. Upon a second roll of this result, authority carried within the speaker's voice increases, granting a +1d bonus to Personality checks based on their spoken word. With a third and final roll of this result, the caster's voice is strengthened to the point of being harmful. When desired, the caster may use an action to shout, inflicting 1d3 damage to all creatures within 50′.
6	The caster is easily distracted and struggles to not simply leap into battle with the forces of evil when encountered. When confronted with a person or creature which is truly evil (judge's discretion) the caster must succeed on a DC 10 Will save or immediately enter melee with them, fighting until their foe is vanquished. If the result is rolled a second time, the DC of the Will save increases to DC 15. If the result is rolled a third time, the DC is increased to DC 20, with failure causing the caster to enter into battle rage (p. 82, DCC RPG) for the duration of their fight with the target.

SPELLBURN: MITRA

While Mitra enjoys the devotion of his followers, he is often single-minded in his pursuit of Set and the followers of his foe. This is reflected in some of the forms which spellburning takes in Mitra's name. When a caster utilizes spellburn, roll 1d5 on the table below or build off the ideas below to create an event specific to your campaign.

Roll	Spellburn Result
1	The caster's body burns from within, suffused by golden light that pours from their eyes, nose, mouth and ears as divine fire literally burns them from the inside out (expressed as a loss of Strength, Agility, or Stamina).
2	While allowing the wizard to spellburn as normal, Mitra encourages them to champion the weak and defenseless. For every two members of the common folk (not the other PCs) present and directly threatened by that which the caster is opposing, the caster gains a bonus of +1 spellburn.
3	The caster's fingers transform, their nails elongating into hooked claws with which to slash and rend themself, spilling their blood and releasing its power (expressed as a loss of Strength, Agility, or Stamina). For CL rounds after the spellburn and successful casting, the wizard's claws remain, allowing them a claw attack (1d4) which



	is treated as +5 for the purposes of striking creatures immune to non-magical weapons or weapons less than +5 enchantment.
4	Mitra demands the defeat of a minion of Set. The caster loses the spellburned attributes as normal but may only regain the attribute points upon capturing or slaying one of the chosen of Set (a cleric, minion of Set, Son of Set, etc.). Failure to succeed in this task within 2 weeks results in a permanent loss of the attributes which may not be healed via *restore vitality* unless cast by a cleric of Mitra (a result of disapproval meaning that the cleric suffers the same attribute loss and is unworthy to restore themselves or the wizard).
5	Set intervenes, interfering with the wizard's ability to fuel their spell through their sacrifice. The caster receives 1 point of spellburn for every 2 points of attributes burned.

PATRON SPELLS: MITRA

Mitra grants three spells, as follows:

Level 1: *Detect evil*

Level 2: *Golden Host*

Level 3: *Armor of Mitra*

DETECT EVIL

This spell is identical to the cleric spell of the same name. Casters receive a -2 penalty for casting the "wizardly" variant of this spell. On a result of natural 1, the wizard suffers patron taint.

GOLDEN HOST

Level: 2 (Mitra) Range: 20′ Duration: Varies Casting Time: 1 round Save: None

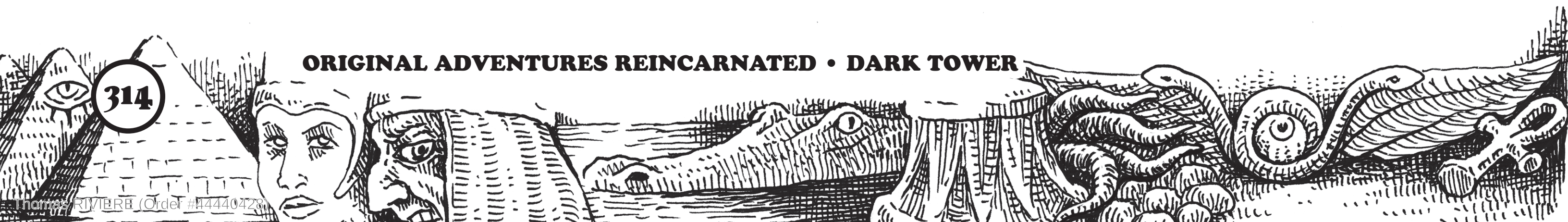
General	The order of Mitraic knights are sworn into the service of their god and are granted special abilities in Mitra's service. These knights are sometimes called upon by Mitra to aid his followers in their struggles against the dark powers, being summoned from wherever they may be and sent into battle. Additional castings of *golden host* are normally allowed during combat (with the sole exception being after a spell check result of 36+). Any initial successful casting of this spell during a combat determines the level to which Mitra is willing to commit forces to the endeavor and subsequent successful castings during the initial duration must at least achieve the same spell check result as the first or be treated as a loss and failure. Additional forces sent by Mitra will always be identical to the already active group.
Manifestation	Roll 1d4: (1) the golden host descends from the heavens, lowered in a beam of golden light; (2) the golden host appears in a flash of divine fire; (3) shimmering portals appear in the air, with a member of the golden host emerging from each one; (4) the caster's form shimmers and writhes as the members of the golden host emerge from their form, striding forth to conquer evil.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	1d4 Mitraic knight aspirants appear, each with stats below. The aspirants provide aid and service for 2d3 rounds before being returned.

	Mitraic knight, aspirant: Init +0; Atk longsword +0 melee (1d8); AC 12 (leather); HD 1d4; hp 4; MV 30′; Act 1d20; SV Fort +0, Ref +0, Will +0; AL L; Crit M/d4.
18-21	1d4+CL Mitraic knight aspirants appear, each with stats as in spell check result of 16-17. The aspirants provide aid and service for 1d3+CL rounds before being returned.
22-23	1d4 Mitraic knights appear, each with stats below. The knights provide aid and service for 2d3 turns before being returned. **Mitraic knight:** Init +0; Atk longsword +deed die melee (1d8+deed die); AC 15 (golden chainmail); HD 1d12; hp 12; MV 25′; Act 1d20; SP Mighty Deed of Arms, deed die (+d3),1 *gift of Mitra*, cleric abilities ((+0 spell check): *turn unholy, lay on hands*); SV Fort +1, Ref +1, Will +0; AL L; Crit 19-20 III/d12.
24-26	1d4+CL Mitraic knights appear, each with stats as in spell check result of 22-23. The knights provide aid and service for 1d3+CL turns before being returned.
27-31	2d4+CL Mitraic knights appear, each with stats below. The knights provide aid and service for 2d3+CL turns before being returned. **Mitraic knight:** Init +0; Atk longsword +deed die melee (1d8+deed die); AC 16 (golden chainmail & shield); HD 1d12; hp 12; MV 25′; Act 1d20; SP Mighty Deed of Arms, deed die (+d3), 1 *gift of Mitra,* cleric abilities ((+0 spell check): *turn unholy, lay on hands*); SV Fort +1, Ref +1, Will +0; AL L; Crit 19-20 III/d12.
32-33	1d4+CL Mitraic knights appear, each with stats below. The knights provide aid and service for 1d3 hours before being returned. **Mitraic knight:** Init +0; Atk *+1 longsword* 1+deed die melee (1d8+1+deed die); AC 17 (golden chainmail & *+1 shield*); HD 2d12; hp 24; MV 25′; Act 1d20; SP Mighty Deed of Arms, deed die (+d4), 2 *gifts of Mitra,* cleric abilities ((+0 spell check): *turn unholy, lay on hands*); SV Fort +1, Ref +1, Will +0; AL L; Crit 19-20 III/d14.
34-35	2d4+CL Mitraic knights appear, each with stats below. The knights provide aid and service for 1d3+CL hours before being returned. **Mitraic knight:** Init +0; Atk *+1 longsword* 1+deed die melee (1d8+1+deed die); AC 18 (*+1 golden chainmail & +1 shield*); HD 2d12; hp 24; MV 25′; Act 1d20; SP Mighty Deed of Arms, deed die (+d4), cleric abilities ((+0 spell check): *turn unholy, lay on hands*), 2 *gifts of Mitra*; SV Fort +1, Ref +1, Will +0; AL L; Crit 19-20 III/d14.
36+	2d4+CL Mitraic knights appear, each with stats below. The knights provide aid and service for up to 1d3 days before being returned. Note: Mitra will only bestow this powerful boon once to any mortal being. Treat any subsequent results of this spell check result level as being 1 spell check result level lower. **Mitraic knight:** Init +0; Atk *+2 longsword* 2+deed die melee (1d8+2+deed die); AC 21 (*+1 golden full plate* & *+1 shield*); HD 3d12; hp 36; MV 20′; Act 1d20; SP Mighty Deed of Arms, deed die (+d5), cleric abilities ((+1 spell check): *turn unholy, lay on hands*), 3 *gifts of Mitra*; SV Fort +2, Ref +1, Will +1; AL L; Crit 19-20 IV/d16.

ARMOR OF MITRA

Level: 3 (Mitra) Range: Self Duration: Varies Casting Time: 1 round Save: None

General	The wizard calls upon the protective powers of Mitra to defend them from harm. They are protected even if they are unaware of the danger.
Manifestation	See below.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.



12-15	Failure, but spell is not lost.
16-17	Caster radiates golden light in a 5′ radius and receives a +1 bonus to all saves against poison for the next 1+CL rounds.
18-21	Caster radiates golden light in a 10′ radius and receives a +2 to all saves against disease and poison for the next turn.
22-23	Caster radiates golden light in a 15′ radius and receives a +2 to all saves against disease, fire, and poison for the next turn.
24-26	Caster gains +1 to AC, radiates golden light in a 20′ radius, and receives a +3 to all saves against disease, fire, and poison for the next turn. Additionally, any damage from such sources is reduced by -1 per die (minimum of 1 point).
27-31	Caster gains +1 to AC, radiates golden light in a 25′ radius, and receives a +3 to all saves against cold, disease, fire, and poison for the next hour. Additionally, any damage from such sources is reduced by -1 per die (minimum of 1 point). The serpent remains to defend the wizard for 1d14 days.
32-33	Caster gains +2 to AC, radiates golden light in a 30′ radius, and receives a +4 to all saves against cold, disease, fire, paralysis, and poison for the next hour. Additionally, any damage from such sources is reduced by -1 per die (minimum of 1 point).
34-35	Caster gains +2 to AC, radiates golden light in a 50′ radius, and receives a +4 to all saves against cold, disease, fire, paralysis, and poison for the next hour. Additionally, any damage from such sources is reduced by -1 per die (minimum of 0 points).
36+	Caster gains +5 to AC, radiates golden light in a 100′ radius, regenerates 1 hit point per round, and receives a +5 to all saves against cold, disease, fire, paralysis, and poison, while also choosing one to be wholly immune to for the next day. Any damage from such sources is reduced by -1 per die (minimum of 0 points).

SET, THE CHAOS SERPENT

Set is an ancient god of Chaos, known and worshiped under many names: Father Set, Leviathan, Tiamat, and Yig, to name but a few. Indirectly opposed by the gods of light, and directly opposed by their champion Mitra, Set is a capricious and cruel god who demands the darkest of sacrifices from his followers. These thirsts extend to those who would call upon Set directly for aid.

Invoke Patron **check results**

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (3 or less) corruption + patron taint; (4-5) corruption; (6+) patron taint.
2-11	Failure. Unlike other spells, *invoke patron* may not be lost for the day. Depending on the results of the *patron bond* spell, the wizard may still be able to cast it.
12-13	Set barely acknowledges the unsubtle blandishments of the supplicant, dispatching 1d4 poisonous viper swarms to the immediate vicinity of the caster. These swarms are **not** under the control of the caster and will attack anything that provokes them. The swarms fade away to whence they came after 1d3 rounds. **Viper swarm (1d4):** Init +4; Atk swarming bite +1 melee (1d6 plus poison (1d3 Stamina, DC 16 Fort save or death); AC 10; HD 4d8; MV 30′, swim 30′; Act special; SP bite all targets within 20′ x 20′ space, half damage from non-area attacks; SV Fort +2, Ref +4, Will -2; AL N; Crit M/d10.
14-17	Set is pleased by the potential of their supplicant and grants them a +5 to their next attack or spell check.
18-19	Set responds to the implorations by imbuing the caster's hands and weapons with venom for 3 rounds. Upon a successful attack, the target suffers damage as normal and must make a DC 12 Fort save or suffer an additional 1d5 damage.

20-23	As an action, the caster gains the ability to spit venom into the eyes of a foe within 20′. The foe must succeed on a DC 14 Reflex save or be struck by the venom. A successful hit does 0 damage but renders the target completely blind for 1d4 rounds. The victim may only make wild attacks with a -8 penalty and (if unaided) may only move at half speed in a random direction. This ability lasts for 2d4 rounds.
24-27	Caster's eyes gain the ability to mesmerize their foes. Any intelligent creature, with fewer HD than the caster, that looks into their eyes is susceptible. Unless the target makes a successful Will save vs. the *invoke patron* spell check, the target is under the control of the wizard. Hypnotized creatures appear as if in a daze and will perform tasks as commanded. Any suicidal or dangerous task allows a new Will save vs. the original spell check to resist. The hypnosis fades after 1d4 turns.
28-29	2d3 servitors (p. 425, DCC RPG) enter the service of the wizard for 2d7 days. These small, near feral, humanoids are wholly loyal to the caster and will fight unto the death on their behalf.
30-31	Set sends an elder giant cobra to defend the wizard. The serpent is not under the control of the caster, but it will actively protect them and attack those who seek to do them harm. **Cobra, elder giant:** Init +12; Atk bite +8 melee (2d7 plus poison (DC 20 Fort save or death)); AC 16; HD 6d8; MV 40′; SP spitting (2/hour, the snake can spit a spray 30′ long and 20′ wide at its terminus; all within are affected by the snake's poison); Act 1d20; SV Fort +3, Ref +8, Will +2; AL N; Crit M/d12.
32+	Set dispatches a Lesser Son of Set to aid the petitioner. While not under the command of the caster, the Lesser Son of Set will act in what it believes to be the wizard's best interests (judge's discretion) and will actively seek to prevent fatal harm from befalling them (they are not above letting a *little* harm occur if it means that they may take more decisive action). The Lesser Son of Set remains to aid the wizard for 1d7+1 days before departing.

PATRON TAINT: SET

When patron taint is indicated for Set, roll 1d7 on the table below. When a caster has acquired all levels of effect for a particular taint, re-roll any subsequent instances of that result.

Roll	**Result**
1	The flesh on the caster's hands becomes painfully dry, coarse, and uneven. When scratched, large strips of flesh pull away from the surface, revealing angry looking welts beneath. If the result is rolled a second time, the caster's arms develop serpent scales running from the fingertips up to their shoulders. If the result is rolled a third and final time, the bones in the caster's arms transform to mimic the length of a snake's spine, allowing them to bend and flex in wholly unnatural ways.
2	The caster's countenance gradually becomes more serpent-like. Their nose flattens, leaving only open nostrils, and their eyes move to the sides of their head (inflicting a -1d penalty on missile fire attacks). If this result is rolled a second time, the caster's transformation continues, with their tongue lengthening and becoming forked and their voice gaining a hissing sibilance. Additionally, the caster's eyes gain a nictitating lid, allowing them to blink without ever interrupting their vision. If this result is rolled a third and final time, the caster's neck extends by 2d12″ and their head fully transforms into that of a snake. At this point, the caster may no longer pass as an ordinary human.
3	The caster's presence (within 100′) causes small prey animals, such as mice, rats, etc., to flee (DC 8 Will save negates). If rolled a second time, the caster's presence unnerves larger animals of 1 HD, inflicting a -1 penalty to all action dice. Smaller creatures immediately flee. If rolled a third and final time, the caster's presence disquiets sentient beings, inflicting a -1 penalty to all actions (DC 12 Will save negates) and automatically penalizing animals of up to 1 HD.
4	Set's mastery of magic manifests within the flesh of the caster, granting a -1 reduction to all spell damage dice rolled against the caster (targeted or area of effect). If rolled a second time, the caster gains a point of stored spellburn when they are injured by a wizard's spell (1/day). The point of spellburn lasts for 1 turn or until used. If rolled a third and final time, the caster gains a stored point of spellburn each time that they are damaged by a wizard's spell (to a maximum of CL per day). The spellburn lasts until the following sunrise, or until used.

5 Caster's teeth lengthen into the fangs of a serpent. As humanoid mouths are not structured for such a thing, the caster suffers a -1 penalty to all spell checks due to having difficulty speaking. If rolled a second time, the caster's jaw loosens and their esophagus widens, allowing their mouth to distend for the swallowing of live prey up to the size of a rat. If rolled for a third and final time, the caster gains a bite attack (1d4) with a 10% chance of the bite being venomous (1d6, DC 12 Fort save or additional 2d3 damage).

6 Upon any successful spell casting, 2d7 snakes (type at judge's discretion) appear around the wizard. They lower themselves from branches or beams overhead, slither from the folds of his clothing, emerge from the ground, etc. The next round the snakes slither away, unless directly confronted and provoked. If rolled a second time, the snakes appear after every successful casting as well as any time a cleric of a god other than Set calls upon their god (*lay on hands*, casting spells, *turn unholy*, etc.). The snakes act aggressively towards such clerics before scattering in 1d3 rounds. If the result is rolled for a third and final time, the snakes develop into a swarm of vipers which permanently accompanies the wizard at all times. Should the swarm be slain, new snakes will emerge and the swarm will be fully reformed in 1d7 days.

Viper swarm (2d7): Init +4; Atk swarming bite +1 melee (1d6 plus poison (1d3 Stamina, DC 16 Fort save or death); AC 10; HD 4d8; hp 18; MV 30', swim 30'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks; SV Fort +2, Ref +4, Will -2; AL N; Crit N/A.

7 The supplicant gains a level in each of the first six forms of corruption (up to their maximums). However, should this result be rolled a second time, great changes take place for seven twofold is sacred to Set. As Set tore the god Osiris' body asunder, rending it into fourteen pieces, so too is the caster's form torn into pieces before being reassembled – transformed into a Lesser Son of Set. The PC loses their individual identity, falling wholly under the sway of Set (and becomes an NPC).

SPELLBURN: SET

Set cares not if his followers suffer during their entreaties for his attention and power, instead often showing indifference to their pain. When a caster utilizes spellburn, roll 1d5 on the table below or build off the ideas below to create an event specific to your campaign.

Roll	Spellburn Result
1	Snake venom burns through the caster's veins, causing agonizing convulsions through their body (expressed as Stamina, Strength, or Agility loss).
2	While allowing the wizard to spellburn as normal, Set encourages the caster's ruthlessness. For each sentient foe slain in the casting of the spell, Set will restore 1 random attribute point of spellburn (up to CL and attribute maximum).
3	The caster thrusts a bronze rod into their nose, hooking and removing bits of brain matter (expressed as a loss of Intelligence). For every 2 points of Intelligence burned, the wizard gains 3 points of spellburn. The Intelligence heals as any normal spellburn.
4	Set covets the death of a minion of Mitra. The caster loses the spellburned attributes as normal but may only regain the attribute points upon slaying one of the chosen of Mitra (a cleric, Mitraic knight, Lion of Mitra, etc.). Failure to succeed in this task within 2 weeks results in a permanent loss of the attributes which may not be healed via *restore vitality* unless cast by a cleric of Set (a result of disapproval meaning that the cleric suffers the same attribute loss and is unworthy to restore themselves or the wizard).
5	Mitra intervenes, interfering with the wizard's ability to fuel their spell through their sacrifice. The caster receives credit for 1 point of spellburn for every 2 points of attributes burned.

PATRON SPELLS: SET

Set grants three spells, as follows:

Level 1: *Snake trick* (p. 333, DCC RPG)

Level 2: *Skin of the serpent*

Level 3: *Sirocco*

Snake Trick

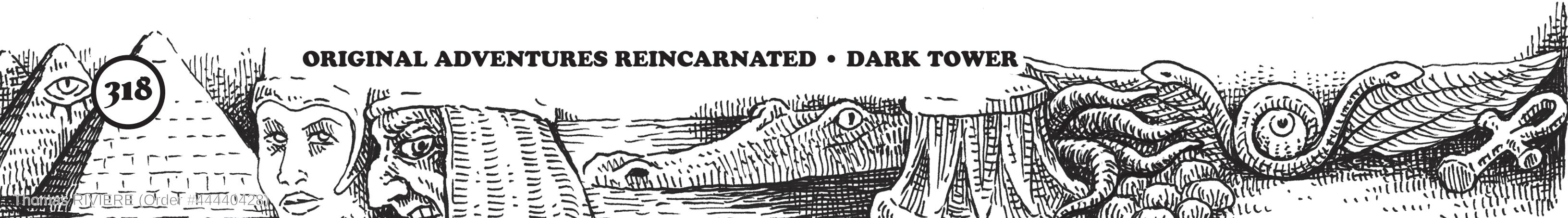
This spell is identical to the spell of the same name granted by Azi Dahaka (p. 333, DCC RPG), who stole the knowledge from Set. Despite this, the demon Lord did not manage to steal all of the spell's secrets. This is reflected by followers of Set gaining a +2 to their spell check when casting *snake trick*.

Skin of the Serpent

Level: 2 (Set)	Range: Self	Duration: Varies	Casting Time: 1 round or more	Save: None

General	Calling upon the powers granted by Set, the caster transforms themselves, taking on serpentine form and aspect while drawing upon all the advantages that their natural form normally offers. Stat block items shown in [ ] are added to the caster's existing statistics. On a successful casting, the wizard may choose to invoke any effect equal to or less than their spellcheck. The wizard may choose to end the spell's effect at any time before the spell's expiration.
Manifestation	See below

1	Lost, failure, and worse! Roll 1d5 modified by Luck: (0 or less) corruption + patron taint + misfire; (1) corruption; (2) patron taint (or corruption is no patron); (3+) misfire.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	Caster collapses into a swarm of non-venomous egg-eating snakes (equaling one snake per hit point of the caster) for 1d3+CL rounds before the caster is forced to revert back to their normal form. The swarm covers a 20′ x 20′ space. The caster's consciousness is imbued within these completely harmless snakes. Damage suffered by the swarm is permanently suffered by the caster and may not be healed in any fashion. **Egg-eating snake swarm:** Init [+1]; Atk none; AC [+0]; HD [+0], hp [+0]; MV [+0], swim [+0]; Act 1d20; SP may spend an action to move twice, half damage from non-area attacks, cannot crit; SV Fort [+0], Ref [+1], Will [+0]; AL as caster; Crit N/A.
16-19	Caster collapses into a swarm of non-venomous egg-eating snakes (equaling one snake per hit point of the caster) for 1d5+CL rounds before the caster is forced to revert back to their normal form. The swarm covers a 20′ x 20′ space. The caster's consciousness is imbued within these completely harmless snakes. Damage suffered by the swarm is suffered by the caster but may be healed as normal once human form is resumed. So long as a single snake survives, the caster suffers no lasting harm. **Egg-eating snake swarm:** Init [+2]; Atk none; AC [+0]; HD [+0], hp [+0]; MV [+0], swim [+0]; Act 1d20; SP may spend an action to move twice, half damage from non-area attacks, cannot crit; SV Fort [+0], Ref [+1], Will [+0]; AL as caster; Crit N/A.
20-21	Caster collapses into a swarm of venomous horned vipers (equaling one snake per hit point of the caster) for 1d7+CL rounds before the caster is forced to revert back to their normal form. The swarm covers a 20′ x 20′ space. The caster's consciousness is imbued within these snakes. Damage suffered by the swarm

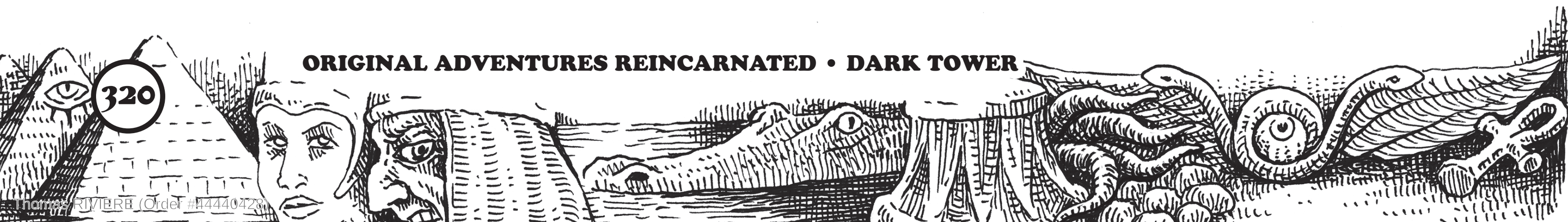


	is suffered by the caster but may be healed as normal once human form is resumed. So long as a single snake survives, the caster suffers no lasting harm. **Horned viper swarm:** Init [+2]; Atk swarming bite [+0] (1d6 plus poison (1d3 Stamina, DC 12 Fort save or death)); AC [+0]; HD [+0], hp [+0]; MV [+0], swim [+0]; Act special; SP bite all targets within 20′ x 20′ space, half damage from non-area attacks; SV Fort [+0], Ref [+1], Will [+0]; AL as caster; Crit N/A.
22-25	Caster collapses into a swarm of venomous black cobras (equaling one snake per hit point of the caster) for 2d7+CL rounds before the caster is forced to revert back to their normal form. The swarm covers a 20′ x20′ space. The caster's consciousness is imbued within these snakes. Damage suffered by the swarm is suffered by the caster but may be healed as normal once human form is resumed. So long as a single snake survives, the caster suffers no lasting harm. **Black cobra swarm:** Init [+2]; Atk swarming bite [+0] (1d6 plus poison (permanent blindness, DC 20 Fort save negates. If blinded, second save or instant death)); AC [+0]; HD [+0], hp [+0]; MV [+0], swim [+0]; Act special; SP bite all targets within 20′ x 20′ space, half damage from non-area attacks; SV Fort [+0], Ref [+1], Will [+0]; AL as caster; Crit N/A.
26-29	Over the course of 2 rounds, the caster's transforms into a giant sand boa. The transformation lasts for 1d10+CL rounds before the caster is forced to revert back to their normal form, also over the course of 2 rounds (during which, they are helpless). **Sand boa, giant: (25′):** Init [+2]; Atk bite [+3] melee (1d6+[Str bonus] plus constrict); AC [+4]; HD [+1d8]; hp [+1d8]; MV [+5′]; Act [+0d20]; SP constriction 1d6+[+0 Str]; SV Fort [+2], Ref [+2], Will [+0]; AL as caster; Crit M/Varies.
30-31	Over the course of 2 rounds, the caster transforms into a giant saw-scaled viper. The transformation lasts for 1d14+CL rounds before the caster is forced to revert back to their normal form, also over the course of 2 rounds (during which, they are helpless). **Saw-scaled viper, giant (35′):** Init [+4]; Atk bite [+4] melee (3d6+[Str bonus] plus poison (1d6 Stamina, DC 12 Fort save negates)); AC [+4]; HD [+1d8+4]; hp [+1d8+4]; MV 30′; SP saw-scaled pandemonium; Act [+0d20]; SV Fort [+2], Ref [+2], Will [+0]; AL as caster; Crit M/Varies. *Saw-scaled pandemonium*: In combat, the saw-scaled viper rubs its scales together, creating a disorienting sound audible for 50′. Those in hearing range are confused for CL rounds, automatically attacking the nearest target (friend or foe) without regard for their safety. A successful Will save of DC 10+CL negates the effect.
32-33	Over the course of 3 rounds, the caster's transforms into a giant red spitting cobra. The transformation lasts for 1d14+CL rounds before the caster is forced to revert back to their normal form, also over the course of 3 rounds (during which, they are helpless). **Red spitting cobra, giant (50′):** Init [+6]; Atk bite [+6] melee (3d4+[Str bonus] plus poison (blindness and death, DC 20 Fort save for each, negates)) or spit (0 plus poison (blindness and death, DC 20 Fort save for each, negates)); AC 14; HD [+2d8]; hp [+2d8]; MV 40′; Act [+1d20]; SV Fort [+2], Ref [+3], Will [+1]; AL as caster; Crit M/Varies.
34+	Over the course of 4 rounds, the caster transforms into a giant black cobra. The transformation lasts for CL rounds before the caster is forced to revert back to their normal form, also over the course of 4 rounds (during which, they are helpless). **Black cobra, giant (75′):** Init [+4]; Atk bite [+8] melee (3d8+[Str bonus] plus poison (death, DC 30 Fort save negates)); AC 14; HD 3d8; MV 40′; Act [+0d20]; SV Fort [+2], Ref [+2], Will [+0]; AL as caster; Crit M/Varies.

Sirocco

Level: 3 (Set) Range: varies Duration: Varies Casting Time: 1 round Save: Fort vs. spell check

General	The wizard calls upon the might of Set and summons the harsh desert winds to buffet their foes. Flying creatures struck by these winds as a downdraft must immediately land or be dashed to the ground, suffering double the normal falling damage as they are hurled earthwards. Once summoned, the winds are not subject to the will of the caster, so care must be taken to not fall prey to one's own spell.
Manifestation	Roll 1d3: (1) howling winds spring from an unseen source at the caster's command; (2) a massive serpent rises from the ground, opening its jaws and releasing the winds; (3) caster's outstretched hand becomes a mass of swirling wind and sand which flows to the appointed location, calling forth the winds.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	Caster calls forth a 30′ jet of scorching, desert air and sand from a designated point within 25′, and lasts 1+CL rounds. The wind may be used to move objects of 100 lbs. or less at a rate of 10′/round and scours targets for 1d7 damage per round. Any creatures in the affected area must make a DC 15 Strength check (monsters use their HD as their Strength modifier instead) or be forced back at the same rate.
18-21	Caster calls forth a cone of scorching, desert air and sand which measures 30′ long x 20′ wide from a designated point within 50′ and lasts 1d3+CL rounds. The wind may be used to move objects of 100 lbs. or less at a rate of 10′/round and scours targets for 1d7 damage per round. Any creatures in the affected area must make a DC 15 Strength check (monsters use their HD as their Strength modifier instead) or be forced back at the same rate.
22-23	Caster calls forth a cone of scorching, desert air and sand which measures 50′ long x 30′ wide from a designated point within 50′ and lasts 1d5+CL rounds. The wind may be used to move objects of 100 lbs. or less at a rate of 20′/round and scours targets for 2d7 damage per round. Any creatures in the affected area must make a DC 16 Strength check (monsters use their HD as their Strength modifier instead) or be forced back at the same rate.
24-26	Caster calls forth a cone of scorching, desert air and sand which measures 75′ long x 40′ wide, from a designated point within 100′ and lasts 1d6+CL rounds. The wind may be used to move objects of 100 lbs. or less at a rate of 20′/round and scours targets for 2d7 damage per round. Any creatures in the affected area must make a DC 16 Strength check (monsters use their HD as their Strength modifier instead) or be forced back at the same rate.
27-31	Caster calls forth a cone of scorching, desert air and sand which measures 100′ long x 40′ wide from a designated point within 100′ and lasts 1d7+CL rounds. The wind may be used to move objects of 100 lbs. or less at a rate of 30′/round and scours targets for 3d7 damage per round. Any creatures in the affected area must make a DC 17 Strength (monsters use their HD as their Strength modifier instead) check or be forced back at the same rate.
32-33	Caster summons a sandstorm, measuring 500′ across, 100′ high, and extending by 400′ per round (30 mph) from a designated point within 500′. The roiling winds lift objects of up to 100 lbs. hurling them at a rate of 60′/round and scour everything within it for 2d14+CL per round. Any creature caught within the storm is blinded, deafened, knocked prone, and scoured for 3d7 damage. Loose objects and debris in the storm may also impact unwary targets for an additional 1 point per round (successful Luck check negates). The storm lasts for 1d3+CL rounds.
34-35	Caster summons a sandstorm, measuring a mile wide, 200′ high, 10 miles long, and extending by 400′ per round (30 mph) from a designated point within 1 mile. The roiling winds lift objects of up to 100 lbs. hurling them at a rate of 60′/round and scour everything within it for 2d14+CL per round. Any creature caught within the storm is blinded, deafened, knocked prone, and scoured for 3d7 damage. Loose objects



	and debris in the storm may also impact unwary targets for an additional 1 point per round (successful Luck check negates). The storm lasts for 1+CL turns.
36+	Caster unleashes a haboob measuring 10 miles wide, 1000′ high, and extending by 400′ per round (30 mph) from a designated point within line of sight. The roiling winds lift objects of up to 100 lbs. hurling them at a rate of 60′/round and scour everything within it for 2d14+CL per round. Any creature caught within the storm is blinded, deafened, knocked prone, and scoured for 3d7 damage. Loose objects and debris in the storm may also impact unwary targets for an additional 1 point per round (Luck negates). The storm lasts for 1d3 hours.

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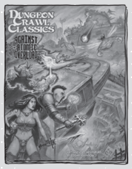
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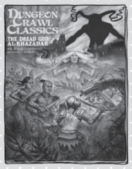
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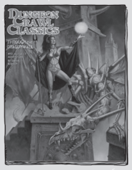
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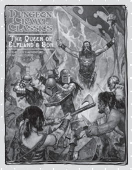
☐ **DCC #95: Enter the Dagon** Level 5

☐ **DCC #96: The Tower of Faces** Level 6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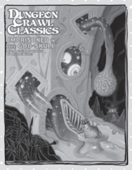
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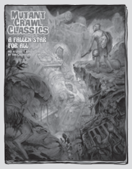
— MCC RPG —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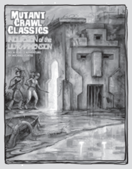
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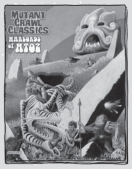
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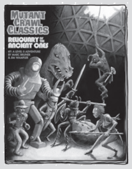
☐ **MCC #5: Blessings of the Vile Brotherhood** Level 4

☐ **MCC #6: The Apocalypse Arc** Level 5


☐ **MCC #7: Reliquary of the Ancients** Level 0

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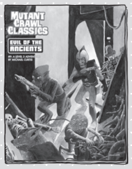
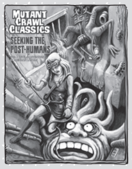

☐ **MCC #9: Evil of the Ancients** Level 3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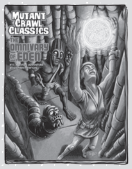
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